

PRIMA'S OFFICIAL STRATEGY GUIDE

**Hot Tips for
Expanding
Your Turf!**

Gangsters

The Mobster Sim



Joe Grant Bell

primagames.com

EIDOS
INTERACTIVE



Gangsterz²™

The Mobster Sim

Prima's Official Strategy Guide



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Introduction

2 CENTS
ONLY

2 cents in the State of Temperance 3 cents elsewhere

★ ★ ★ ★ ★

Gangsters 2 is a gritty, prohibition-era strategy game that allow you take control of a fledgling mobster and battle for control of the state of Temperance. The game is fun, unique, and extremely challenging. That last part is probably the reason you bought this book.

This is the essential guide to *Gangsters 2*. Not only does it reveal crucial strategies for fighting enemy gangsters, capturing territory, defending your turf, and turning a profit on both legal and illegal businesses—it also gives you detailed tables that fully explain important game concepts. If you find yourself wondering exactly how much more damage a shotgun does than a pistol, how much more money a five-star business specialist makes than a one-star specialist, or how much damage a gangster can sustain in combat, this is the book for you.

The best part about all this data is that it lets you devise your own strategies. We tell you how *we* play the game, and you can rest assured that our strategies work. But we also arm you with the hard, cold facts about how the game functions so you can devise your own approaches and attack the missions your own way.

Here's a breakdown of how the book is organized:

♥ **Chapter 1 is all about gangsters and their handy sidekicks, muscle. This chapter covers topics such as how gangsters fight, which weapons and vehicles they can use, and the unique skills they possess.**

♠ **Chapter 2 explores the business side of your empire, looking at both legal and illegal businesses and explaining how to get the most out of them.**

♣ **Chapter 3 looks at crime and punishment in the world of *Gangsters 2*, describing the repercussions for common illegal acts. You also learn how gangsters' skills affect their ability to commit certain crimes, such as kidnapping and bombing enemy buildings.**

♦ **Chapter 4 examines general strategies for the single-player game. Read this chapter before starting the campaign and you will be well prepared for what's ahead.**

♥ **Chapters 5 through 8 walk you through each of the single-player missions act by act. If you're stuck on a particular mission and want detailed information about how to succeed, these are the chapters to which to turn.**

♠ **Chapter 9 provides tips for playing multi-player *Gangsters 2*.**

♣ **The Appendix is a quick reference that contains all the tables from earlier chapters plus detailed weapon damage tables that aren't elsewhere in the book.**

Read the book at your own pace, and feel free to skip around. You can read it from cover to cover, or use it like a reference book, just reading the information you need at any given time. It's all up to you.

Without further ado, let's get to the action. The state of Temperance awaits you.



Chapter 1



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Gangsters and Muscle

In *Gangsters 2*, gangsters are at the center of everything you do. You use them to defend your turf, wreck or claim enemy businesses, plant bombs, and complete a number of other useful and mischievous tasks. This chapter helps you understand your gangsters and how to use them to their fullest potential. We also discuss hired muscle, who play an important role in helping gangsters perform their tasks, plus weapons and vehicles, which affect the gangsters' performance.



Joey Bane is your alter ego. He has to survive, or your game is finished!

Gangsters

You start the game with Joey Bane, your alter ego. As the game progresses, you put more gangsters on your payroll. Some are recruited into your “family” so you can take them along from mission to mission. Others are disposable helpers, hired from the newspaper and then left behind when you move to the next mission.

Gangsters are largely defined by their skills. Skills remain the same throughout any given mission, but you receive bonus points at the end of successful missions. You can apply these points to gangsters' skills to improve them. Gangsters also possess a number of attributes that can be modified during missions. These include the gangster's weapons, muscle, and current aggression setting. We discuss these attributes in the following pages.

Common Skills

One pair of skills is common to all gangsters: combat and stealth. Of the two, combat skill is the most useful. Stealth can also be of value, but because the average gangster is a fighter, the combat rating is the key to effectiveness.

Combat



A gangster's combat skill is often his most important attribute.

A gangster with a high combat rating fights better than one with a lower rating. Other factors determine a fight's outcome, for example, one gangster may have better weapons or more muscle while another may be protected by an armored car. But in a toe-to-toe battle between gangsters with identical weapons, muscle, and cover, the gangster with the higher combat rating is a sure bet to win.

There's a vast difference between the typical gangster hired fresh out of the newspaper, often with only a one- or two-star combat rating, and a gangster in your family whom you've improved to five stars. The one- or two-star gangster may be able to adequately perform a number of tasks, but he is almost certain to lose more muscle in the process than a better fighter would.

If you're short on gangsters with high combat ratings, you can often compensate by sending *more* gangsters to do a particular job. Ultimately, though, you should build your main gangsters' combat ratings up to the maximum level as quickly as possible.



TIP: Gangsters can have between one and five stars in combat skill, but muscle always have a two-star combat rating.

Stealth

Stealth affects enemies' ability to see your gangster; the higher a gangster's stealth, the closer he can get to the enemy without being noticed. This skill is useful if you're trying to sneak a gangster into enemy territory unseen.

Stealth also has some less obvious benefits. If you have three gangsters guarding a business, and one of them has a much higher stealth rating than the others, the lower-stealth gangsters get shot at much more than the stealthy one. Attacking gangsters singles out low-stealth gangsters first. Give your low-stealth gangsters extra muscle for protection. The high-stealth gangster won't need as much muscle.



TIP: Each muscle has two stars in stealth. If your gangster has a very high stealth skill but also has muscle, the high stealth is wasted. The enemy easily spots the muscle and subsequently locates your gangster. To capitalize on your gangster's high stealth, do not give him or her any muscle.

Special Skills

All gangsters (and muscle, police, and other characters) possess combat and stealth skills, but certain special skills are harder to find. Only a few gangsters possess these skills.

Because gangsters cannot learn new skills, always hold on to multitasking gangsters with extra skills. Let's say you're starting a mission and must decide which "family members" to take along. If you're deciding between two gangsters with five-star combat ratings and one of the two also has the persuasion skill, the choice is easy: take the gangster with the extra skill.

As the single-player game progresses, try to recruit into your family gangsters with an array of skills. You want at least one explosives expert, one persuader, and so forth. If you don't have any gangsters with particular skills in your family, recruit one whenever possible. Read on for descriptions of each type of special skill.

Assassination

Assassins can use all weapons to a greater effect than the average gangster can. They're *particularly* skilled with silenced pistols, twin packs, and rifles. The greater the assassination skill, the more effective the assassin is with weapons.

Assassins may use the Assassinate command instead of simply attacking an enemy. Whereas in a typical fight, a gangster must kill all the enemy's muscle before attacking the enemy, assassins don't have this restriction. They can walk up and shoot an enemy gangster dead, ignoring the enemy muscle. As soon as the enemy gangster is dead, his muscle stop fighting, turn neutral, and head back to the labor recruitment site they came from.

As you can imagine, an assassin has a vast advantage in any fight. While a gangster not skilled in assassination has to waste time attacking the assassin's muscle, the assassin can get right down to business.



TIP: Assassination is a valuable skill, and it's closely linked with combat. Because of this, improving assassination skills requires *two* bonus points instead of one.

Explosives



Explosives experts can be vital when assaulting enemy offices.

A gangster with the explosives skill can buy bombs and use them as weapons. A gangster can only carry two bombs at once.

Bombs can be placed in the entrances of buildings or anywhere in the street. They can also be used to booby-trap an enemy's vehicle.

The effectiveness of the bomb varies depending on the bomber's skill. A one-star bomber's attack damages buildings and injures muscle, whereas a five-star bomber seriously damages buildings, kills all muscle, and severely injures all gangsters.

A bomb placed on a vehicle destroys both the vehicle and the occupants, regardless of the bomber's skill.

Persuasion



Gangsters with the persuasion skill can bribe police officials, among others.

During your missions, you encounter various individuals who can be persuaded or bribed. Persuading or bribing a character either causes that character to take some action that's favorable to you or at least to stop taking actions that are detrimental to you. For example, bribing the local police lieutenant causes local police to stop attacking your men.

Persuasion and bribery are essentially the same thing, except that persuasion is free, and bribery costs money on an hourly basis. Many characters can only be bribed.

To do all this persuading and bribing, you need a gangster with the skill of persuasion—a “charmer.” This gangster can visit the building where the person you want to influence resides or works and get that person on your side.

Here’s a list of characters and the persuasion skill needed to bribe or persuade them.

Persuasion Skill Necessary to Bribe or Persuade

Character	Necessary Persuasion Skill
State Governor	5 stars
Mayor	4+ stars
Judge	3+ stars
Police Chief	3+ stars
Prison Governor	3+ stars
Army Colonel	2+ stars
DA	2+ stars
Police Lieutenants	2+ stars
Priests	1+ star
Any other character available for influence	1+ star

Gangsters with the persuasion skill can also use the Distract command. This allows the gangster to temporarily distract a guard or patrol from whatever your other gangsters are up to. No particular skill level is necessary to use this command.

Driving



The driving skill is handy for gangsters that need to get somewhere fast.

The driving skill is useful for gangsters that spend a lot of time in cars. Gangsters with this skill can drive faster than those without it, which makes them more effective at everything from patrolling your territory to making a speedy run into enemy territory to carrying out a drive-by shooting.

How fast can a gangster with this skill increase a car’s speed? The first star confers a speed boost approximately equal to half of a person’s running speed. Subsequent stars confer an extra speed boost of approximately one-fourth of a person’s running speed.

Kidnapping

Gangsters with the kidnapping skill can kidnap officials and enemy gangsters without resorting to violence. Kidnapping officials allows you to remove them from office without killing them and also makes them susceptible to persuasion. Kidnaped gang members reveal information about sites and territory. Kidnapping a business specialist has the same effect as spying on a site, and kidnapping a gangster has the same effect as spying on the enemy office.

The skill ratings required to kidnap characters are as follows:

Kidnapping Skill Necessary to Kidnap

Character	Necessary Kidnapping Skill
Dignitaries	5+ stars
Enemy Gangsters	3+ stars
Enemy Business	2+ stars
Specialists Priests and other characters	1+ star

Bank/Enemy Site Robbing

The bank robbing skill allows gangsters to rob enemy sites and banks during daylight hours. The greater the skill of the gangster, the more the gangster can steal. Bank robbers always trigger the site's alarm regardless of skill level, which can result in enemy gangsters and police flocking to the site.

Bank robbers can also steal documents from buildings.



TIP: You can only rob banks in enemy or neutral territory; robbing banks under your own protection is bad form!

Bank/Enemy Site Safecracking

The safecracking skill allows gangsters to rob enemy sites and banks during darkness. The greater the skill of the gangsters, the more money they are able to steal and the more time they have to get away before the alarm goes off. Like bank robbers, safecrackers can steal documents from buildings.

Spying



TIP: You can't crack safes in your own territory.

Spies can sneak into enemy businesses and look around, revealing information about the site's profit and the beer and liquor it supplies or consumes. Spying on an enemy business also highlights any enemy gang members who walk through the territory associated with the site.

The information from spies is only valid for a limited amount of time, based on the skill of the spy; the reports last for two hours of game time per star rating.

Weapon and Muscle Slots

Each gangster can carry five weapons: one for himself and one for each of the four accompanying muscle.

Weapon slots are paired with muscle slots; a muscle automatically uses whatever weapon is in the slot next to his name. When a muscle dies, the weapon remains and the new muscle that occupies the slot uses it.

Here's a look at the weapons, followed by tables showing their availability and price.

Pistol



The pistol is the default sidearm. You can usually do better.

The pistol is the default weapon for everyone. All gang members are licensed to carry pistols; these are the only weapons the police are not allowed to confiscate. Pistols have a very short range and do only marginal damage.

Silenced Pistol



Silenced pistols can be deadly in the hands of an assassin; they're less effective for other characters.

The silenced pistol allows gangsters to attack opponents without fear of the shots attracting the attention of the police (unless, of course, they *see* the shots being fired, or the target survives and shoots back). The silenced pistol is deadly when used by an assassin.



Shotgun



The shotgun is a good all-purpose weapon for your muscle. It's very useful in drive-by shootings, in which its limited range is not a drawback.

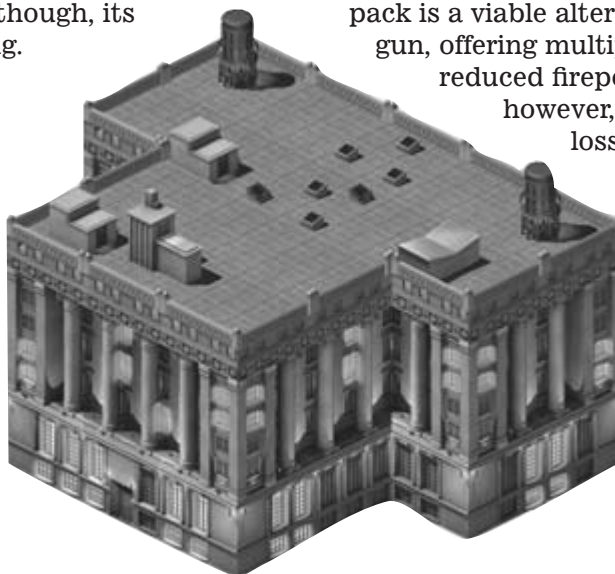
The double-barreled shotgun has a limited range and has to reload every two shots. At short range, though, its firepower is devastating.

Twin Pack



The twin pack is a great assassination weapon, but non-assassins can also use it with reasonable success.

The twin pack consists of two automatic pistols. For the normal gangster, the twin pack is a viable alternative for the shotgun, offering multiple shots with slightly reduced firepower. The assassin, however, does not suffer the loss in performance.



Rifle



The rifle is great for long-range attacks. It's best if a whole group (gangster and muscle) has this weapon, so it can most effectively fight at long range.

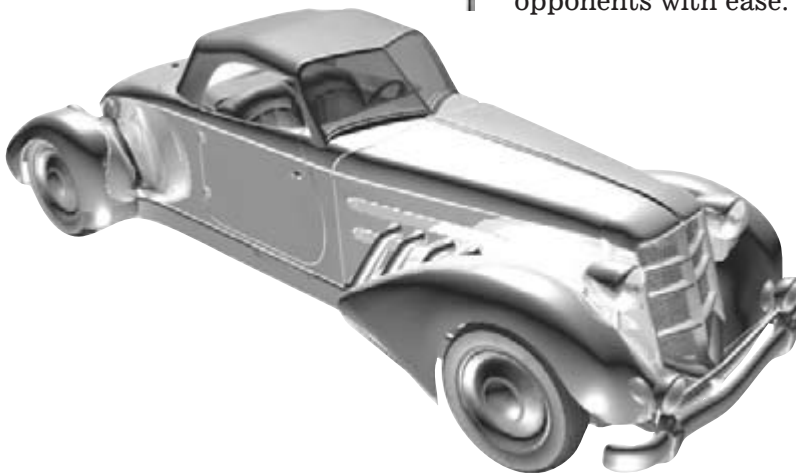
The rifle has the longest range of any weapon. For most gangsters, the effectiveness of the rifle deteriorates greatly over longer ranges, but a good assassin can use the rifle to bring down an opponent at great distance.

Tommy Gun



The tommy gun is the ultimate weapon for non-assassins.

The most expensive and devastating weapon, the tommy gun is the choice weapon for most gang members. It does massive damage at close range, and the high rate of fire means that even at long ranges, the tommy gun can bring down opponents with ease.



Bombs



Bombs can only be used by gangsters with the explosives skill.

Only gangsters with the explosives special skill can carry and use explosives. The effectiveness of the bomb varies with the skill of the bomber. Bombers can carry a maximum of two bombs, each of which can be used only once.

Weapon Prices and Availability

The first table on page 17 shows the prices and availability of every weapon in the game. Weapons are bought and sold at the same price, so don't worry about losing money on weapon transactions.

Note the following:

- ♥ **Pistols cannot be bought or sold; everyone just has one.**
- ♠ **Any weapon may be sold to a gunsmith, but gunsmiths typically only stock shotguns and rifles.**
- ♣ **These prices are only valid for the single-player game.**

	Andrew "Fluke" Madison \$ 58 per hour		★★★★★		★★★
	Mortimer "Gigolo" Lincon \$ 45 per hour		★★★★★		★★★
	John "The Tie" Grendel \$ 43 per hour		★★★★★		★★
	Jeremiah "Paving Slab" Elizondo \$ 48 per hour		★★★★★		★★

Weapon Prices and Availability

Weapon	Price	Location Available
Pistol	N/A	N/A
Silenced Pistol	\$100	Business Contact
Shotgun	\$100	Gunsmith, Business Contact
Twin Pack	\$250	Business Contact
Rifle	\$250	Gunsmith, Business Contact
Tommy Gun	\$500	Business Contact
Explosives	\$1,000	Business Contact

Weapon Range and Damage

The following table shows the effects of weapons when used by your gangsters and business specialists.

Note the following:

♥ **Although muscle have 2-star combat ratings, they only do half the damage listed in the table. They simply aren't as effective as gangsters.**

♠ **Police officers, FBI agents, FBI-attached police, prison guards, army soldiers, and illegal business staff also do half damage—except for the group leaders.**

♣ **All computer combatants (enemy gangmembers, police, FBI, and army personnel) do a reduced amount of damage according to the difficulty level.**

♦ **All computer-controlled characters do three-quarters damage against human-controlled characters.**

Weapon Range and Damage

Weapon	Range	Damage*
Pistol	Short	Low
Silenced Pistol	Short	Low**
Shotgun	Medium	High
Twin Pack	Medium	Average**
Rifle	Very Long	Average**
Tommy Gun	Long	High
Explosives	Medium	High

* Damage varies according to the combat and assassination skills of the attacker.

** Damage for the silenced pistol, twin pack, and rifle is increased for assassins.

Refer to the Appendix for more precise details on weapon characteristics.

Aggression Slider



The aggression slider determines how your gangster will behave.

Every gangster has an aggression slider, which can be set to one of three settings: evasive (low), cautious (medium), or aggressive (high).

Evasive (Low Aggression)

In this setting the gangsters do not fight at all. They go about their business and ignore the enemy unless they're attacked, in which case they run. You can directly order evasive gangsters to attack someone, however, and they do it.

This setting is useful in situations in which you do not want your gangsters to fight. Perhaps you want your gangsters to drive deep into enemy territory and perform a specific task without fighting anyone along the way. Low aggression is the proper setting for that scenario. You won't use this setting much. The other two settings are more useful.

Cautious (Medium Aggression)

This is the default setting. At this setting, gangsters evaluate the situation before fighting. They compare the number of nearby enemies with the number of nearby allies. They also consider the presence of law enforcers and whether the law enforcers have been bribed. Based on their assessment, the gangsters may attack or ignore the enemy. If attacked, they may decide to fight back or flee.

This is a good setting for gangsters you are personally overseeing. They usually defend themselves even if you fail to notice a nearby enemy. They also listen to your orders most of the time. For example, if they're busy fighting, and you tell them to run, they run. If they're running somewhere, and you tell them to fight, they fight.



Aggressive (High Aggression)



Gangsters assigned to guard territory do best if they're set to high aggression.

Aggressive gangsters attack enemy gang members on sight. They attack even if they're outnumbered or if police are nearby.

High aggression is the best setting for gangsters who are guarding something for you. If you place a gangster at the edge of your territory and want him to gun down any incoming enemies, use the aggressive setting. Your gangster initiates combat with any foe that gets within a certain radius, then returns to his original spot (unless something gets in his way).

High aggression is also the best setting when you're using multiple gangsters to attack an enemy office. In this case, send one high-aggression gangster inside to flush out the enemy boss and his goons. Meanwhile, your other gangsters, also set to high aggression, stand outside. When the boss and his goons appear, your gangsters attack automatically to make quick work of the enemy boss.

High aggression is *not* a good setting for gangsters that you're personally overseeing. On high aggression, gangsters ignore your commands if enemies are nearby.

High aggression is particularly bad for gangsters in cars. They continually attack all enemies they drive past and frequently change course just to pick fights. The result is that they never go where you tell them to go.

Only use high aggression for gangsters that are guarding territory or are about to flush enemies out of a building. It's seldom useful for gangsters you want to control manually.

Notes on Aggression



Business specialists are always cautious, because they're not really fighters.

Holding down **tab** while issuing an order causes the gangster to carry out the order regardless of his aggression setting. In essence, using **tab** tells the gangster to do what he is told. This can be a very useful command.

Guards and patrols are always aggressive, regardless of whether they're on foot or in a vehicle.

Gang members in vehicles that aren't guarding or patrolling something ignore their aggression settings. Thus, you must manually give attack orders to nonguarding, nonpatrolling gangsters in vehicles.

In addition, business specialists and illegal business staff are always cautious, since their main goal is to make money, not fight.

Finally, your gangsters react to police that attack in the same way they'd react to enemy gang members. (Aggressive gangsters always shoot back, while evasive gangsters flee.) The only exception is when the police try to *arrest* your gangsters instead of shooting at them. Gangsters always go along with police who try to arrest them—unless you intervene and manually order them to fight back.

Vehicles Usable by Gangsters

There are five types of vehicles available to your gangsters. They can buy vehicles from the business contact at your office or from car dealers. They can also steal enemy gangsters' cars—but not civilian cars or police cars.

All gangsters can get into any of your cars if you manually guide them there. However, if you buy a car while a specific gangster is selected, that car is marked as *that gangster's car*. The Car button appears on that gangster's side panel, and clicking on the button orders the gangster to run immediately to the car. This is usually more convenient than hunting for the car and ordering the gangster to get into it.



Truck



Trucks are slow, but useful for transporting a big group.

The truck can carry up to ten gang members, but it is very slow. Gangsters also use trucks for delivering beer and liquor; this happens automatically if you control a brewery or still. Regular citizens can also use trucks.

Only use trucks for large-scale operations, such as massive raids on enemy headquarters. Other vehicles are faster and better suited to tasks requiring only one gangster.

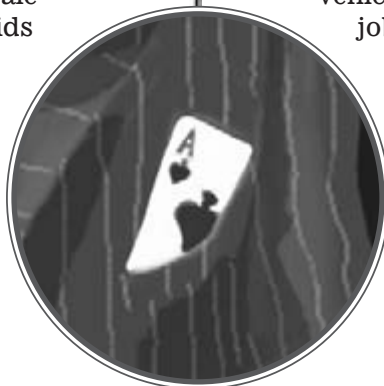
Sedan



Sedans are common vehicles. You find them everywhere.

The sedan costs the same as the truck, but trades capacity for speed. This is the most common vehicle; the majority of citizens have access to a sedan.

You can think of the sedan as the default vehicle, against which all other vehicles are compared. It does its job adequately, but it is not exceptional in any way.





Roadster



Roadsters are like sedans, but faster.

The roadster is faster than the sedan and is consequently more expensive. Only gang members use the roadster; normal citizens never use it.

The only drawback to using a roadster over a sedan is the price. Roadsters are great for situations in which you need a gangster to travel quickly. They are also quite handy for patrolling your territory; the extra speed allows the roadster to quickly close in on its prey.



Bulletproof Car



Bulletproof cars are great for assaulting enemy territory.

Although it's slow and cumbersome, the bulletproof car offers substantial protection for its occupants, making it ideal for moving important characters through enemy territory.

The bulletproof car is great for claiming new territory. Because it protects the occupants, it allows you to clear out all enemy influence without taking substantial damage.



Prestige Car



The prestige car is fast and durable. Get it whenever you get the chance.

The rarest and most expensive of the vehicles available to gangsters, the prestige car combines the speed of the roadster with the protection of the bulletproof car.

This car is not, unfortunately, available in early missions. When it finally does become available, make the most of it.

Vehicle Prices and Availability

The following table characterizes the prices and availability of all five vehicles available to gangsters.

Note that:

- ♥ **Vehicles are bought and sold for the same price, so you needn't worry about losing money in vehicle transactions.**
- ♠ **An auto dealer buys any vehicle, though only sedans and roadsters are typically stocked.**
- ♣ **These figures only apply to the single-player campaign.**

Vehicle Prices and Availability

Vehicle Type	Price	Available at
Truck	\$1,000	Dealer and Business Contact
Sedan	\$1,000	Dealer and Business Contact
Roadster	\$2,000	Dealer and Business Contact
Bulletproof Car	\$5,000	Business Contact
Prestige Car	\$7,000	Business Contact

Vehicles Not Usable by Gangsters

There are seven types of vehicles that your gangsters cannot drive. When your forces interact with them, it's useful to know their characteristics.

Police Cars



Police cars are surprisingly fast. Unfortunately, you can't steal them.

These are the standard vehicles used by the police. Police cars look like sedans, but are as fast as roadsters. Police cars are painted in black livery.

Don't worry about drive-by shootings from police cars; the police park and get out before fighting or arresting people.

FBI Cars

FBI cars, like police cars, are sedans with the speed of roadsters. Their lack of livery means that the FBI can make undetected raids into gang territory.

Police and FBI Trucks

The police and FBI have access to trucks. The trucks are used to ferry prisoners from arrest scenes to the police buildings, the courthouse, and the prison. You won't see them under any other circumstances.

Armored Cars



Armored cars cannot be damaged except by explosives.

The army uses armored cars to guard and patrol key areas. These vehicles and their occupants are impervious to gunfire; only a direct hit with a bomb destroys them. This point is worth repeating: The armored car *cannot* be harmed by normal gunfire, regardless of how much lead you pump into it. Only direct bomb hits are effective.

The armored car is armed with a turret-mounted machine gun so avoid it at all costs.

Tram

Trams are found in larger towns and cities. The local population uses trams to travel from one area of the city to another. Gang members, however, cannot use trams and do not interact with them.

Train

Trains appear in some of the cities. As with trams, gang members cannot interact with trains.

Boat

Boats also appear in some of the cities. Gang members cannot interact with boats.

Vehicle Speed, Passenger Capacity, and Damage Reduction

The following table explains the speed of various vehicles, passenger capacity, and damage reduction characteristics. The table includes both vehicles gangsters can and can't use, but that are important to the game.

For vehicle speed, Slow is about one and a half times the speed of a running person, medium is about two times the speed of a running person, and fast is about two and a half times the speed of a running person.

The vehicle capacities listed here don't apply to prisoners or kidnapped people; these people don't count against total capacity. (Even though you have a prisoner in a sedan, for example, you can still pack five of your men into it.)

Finally, damage reduction is the amount of protection from enemy fire. For example, a bulletproof car has a damage reduction of 50 percent, so anyone inside takes only half the usual damage from being shot.

Vehicle Speed, Passenger Capacity, and Damage Reduction

Vehicle Type	Speed	Passenger Capacity	Damage Reduction
Truck	Slow	10	10%
Sedan	Medium	5	19%
Roadster	Fast	5	10%
Bulletproof Car	Slow	5	50%
Prestige Car	Fast	5	50%
Police Car	Fast	5	10%
Police Truck	Slow	10	10%
FBI Cars	Fast	5	10%
Armored Cars	Slow	5	100%

Vehicles aren't affected by gunfire. They explode after a short while if the occupants are all killed, but otherwise they can sustain infinite gunfire and remain functional. Vehicles do, however, explode if they're hit by bombs.



TIP: Gangsters who have the driving skill can increase the speed of their vehicles. Refer to the driving skill section for details.

Muscle



Muscle are hired at recruitment sites, such as gyms and pool halls.

Muscle are basically “tough guys” that come complete with pistols. They are not full-fledged gangsters; rather, they’re hired goons that accompany gangsters and help them fight. In some situations, muscle can be used on their own, without any gangsters nearby. Here’s a quick look at how a muscle works in each of the two situations.



Muscle with Gangsters



Muscle are most effective when accompanying a gangster.

Muscle are most commonly used in conjunction with gangsters. Click on the empty muscle slots in a gangster’s side panel to hire new muscle; click on a muscle’s name to fire the muscle.

A gangster may be accompanied by up to four muscle at a time. A muscle automatically uses the weapon assigned to his muscle slot (on the gangster’s side panel).

Muscle not only add firepower to a gangster, they also help protect the gangster. Enemies must kill all muscle protecting a gangster before they can start attacking the gangster. (The exception to this rule is when an enemy has the assassination skill.) Therefore, muscle are vital for keeping your gangsters alive.

Any gangster that’s actively doing something—such as attacking the enemy, claiming new territory, or guarding your turf—should have some muscle.

Two muscle are typically a good minimum. Hire as much muscle as you can afford; if you can give all of your active gangsters full muscle, do so.

Muscle always come from recruitment sites. If your gangster is in a firefight and one of his muscle dies, clicking on the blank muscle slot won't cause a replacement to appear instantly. The replacement muscle has to walk or run from the recruitment site to the gangster and join his group before they're of any use.

Muscle On Their Own

Muscle can be assigned to guard your territory. Open a Business Window, and you can assign up to five muscle to guard the business. You can also assign up to five more muscle to patrol the block.

Guarding muscle stand right outside the business—they never move. When an enemy gets close, they run a short distance and attack. When the fight's over, the muscle return to the business's front porch.



Muscle on their own can be marginally effective, but they are no match for an enemy gangster with good weapons.

Patrolling muscle walk around the block looking for trouble. They attack enemies who get too close, and then they go back to patrolling when the fight is over.

Muscle on their own are never as useful as muscle with a gangster. A muscle with a gangster gets to use good weapons, but a muscle on his own only gets a pistol. Furthermore, a muscle with a gangster benefits from the presence of the gangster, who is fairly durable and can fight better than muscle.



TIP: Remember that all muscle have a combat skill of two stars, but they only do half as much damage as a gangster using the same weapon.

Later in this guide, we discuss situations in which you might want to hire muscle without a gangster. For now, just understand that it's usually more effective to hire a gangster and assign muscle than to hire muscle and have them guard or patrol on their own.

Keeping Tabs on Gangsters and Muscle



The top panel allows you to keep track of all your gangsters at once.

The top panel of the main game screen lets you keep track of all your gangsters at once. You can't issue many orders using the top panel; to issue orders, select the gangster and use the side panel. The top panel is a great tool for monitoring the gangsters that aren't currently selected.

Here are the key things to watch on the top panel:

Injuries and Deaths

The top panel shows little icons depicting your gangster and his muscle. If the icons are green, everyone's healthy. If the icons turn yellow or red, there's trouble.

You also see a small picture of each gangster on the top panel, and this provides further clues to the gangster's activity. You can see if he is running, driving, or shooting. All these cues allow you to keep track of your gangsters and switch to control them if anything important is happening.

Arrests

If you see gangsters raising their hands in the air, they're in the process of being busted. Quickly switch to those gangsters, and manually order them to attack the police to avoid the hassle of losing them to the justice system.

Hire New Muscle



A glance at the top panel tells you who needs muscle.

If a gangster guarding your turf loses any muscle, an empty muscle slot appears on the top panel. Switch to that gangster, hire another muscle, and go back to what you were doing before. Watch for empty muscle slots on the top panel, and fill them quickly.

Gangsters and Muscle Tips

To get the most out of your gangsters and muscle, follow the advice here. Some of these tips are subtle, but they help you greatly when you embark on the single-player campaign.

Use Muscle with Gangsters, When Possible

Muscle are always most effective when paired with gangsters. The main situations in which we recommend using muscle alone (to guard or patrol your businesses) are the following:

- ♥ **You have the maximum number of gangsters but your territory still needs more protection.**
- ♠ **Your business is likely to be attacked, none of your gangsters are nearby, and a recruitment site right next to the business could provide instant protection.**
- ♣ **You need to move your gangsters away to do a specific job, and you need muscle to guard a business until the gangsters return.**
- ♦ **You want to protect a larger area than is feasible with gangsters alone.**

Heal Gangsters, Not Muscle



Don't bother sending a gangster back to the office if the muscle is injured but the gangster is still healthy.

If you send a gangster to sit in your office, he slowly recovers to full health. The same is true of any muscle accompanying that gangster.

Heal badly injured gangsters this way, but do not send gangsters back to the office just to heal injured muscle. A muscle is easily replaced.

The only situation in which to consider healing muscle is in a mission with a limited supply of muscle. Even then, you probably won't need to resort to healing.

Make Gangsters Available to New Muscle



Gangsters in cars may have to step outside briefly when hiring or firing muscle.

A freshly recruited muscle doesn't just appear by a gangster's side. The muscle has to run from the nearest recruitment site all the way to the gangster. The muscle often runs to where the gangster *was* when he first hired the muscle, not where the gangster *is* at the moment. Thus, if your gangster is sitting at your office, hires some muscle, and then immediately gets into a car and drives into enemy territory, a muscle is likely to run first to the office. Only when he finds the gangster is no longer there will he run to the gangster's new location.

Cars can also be problematic when dealing with muscle. If a gangster is inside a car, sometimes newly recruited muscle won't just hop inside; they wait outside the car. In this case, your gangster needs to jump out of the car, let the muscle join him, and then get back in the car.

Gangsters in cars also need to get out of the car when firing muscle. A fired muscle can't leave until your gangster gets out of the car.

When hiring muscle, it's usually best for a gangster to be somewhere safe and outside a car, where the muscle can easily reach the gangster. The gangster usually shouldn't run or drive around until the muscle reaches him. If the gangster does move around, the muscle may not arrive for a long time.



TIP: If a gangster hires muscle while deep inside enemy territory, the hired muscle may not reach the

gangster. The muscle has to run from one of your recruitment sites all the way through the enemy territory to meet the gangster; along the way, they may be killed.

If you want to figure out the muscle's chances of making it, find the nearest recruitment site with available muscle. Draw an imaginary line between it and your gangster. Are there patrolling enemies or stationary enemy guards along that line? If so, the muscle probably won't make it.

Hire and Fire for Fresh Muscle

When you post gangsters on guard duty, their muscle get injured. You can always wait until muscle get killed and then replace them with new muscle. If you have limited muscle and want to conserve the supply, however, it's better to send injured muscle away and replace them with fresh,

healthy muscle. This keeps the gangster safer because he is stronger with healthy muscle than with ready-to-collapse muscle.

Simply click on the injured muscle's name to dismiss him, and then quickly click on the empty slot. If there's a fresh supply of muscle at a nearby locale, a healthy muscle replaces the injured one. If not, the injured muscle turns back and joins your gangster again.

If this happens, leave the injured muscle where he is or dismiss the muscle, leaving the gangster with only three muscle. Most gangsters can survive fine on guard duty with only three muscle.

Later, when one of the gangster's three remaining muscle gets injured, hire a fourth (healthy) muscle, and dismiss the injured one.

You can repeat this trick indefinitely so the gangster always has three healthy muscle at his side.



When cash is tight, only hire enough muscle to defend your turf and mount a reasonable attack on the enemy.

Mind the Cost When Hiring Muscle

Muscle costs \$50 an hour. That is expensive in the game's early stages when you don't have enough businesses to support large expenses. Be selective about hiring muscle early.

Hire as little muscle as necessary to defend your territory. Then defend for several hours, letting the cash roll in.



Later, when you've built substantial cash reserves, buy extra muscle and start claiming territory.

Another consideration is the number of muscle assigned to each gangster. If money is tight, most gangsters can get by with only two or three muscle. This is especially true of gangsters defending your territory, because they typically don't face massive assaults—they're more likely to face a steady trickle of low-grade enemies.

Later in the game, when cash is plentiful, you can fill out each gangster's complement of muscle.



Chapter 2

2 CENTS
ONLY

2 cents in the State of Temperance 3 cents elsewhere

★★★★★



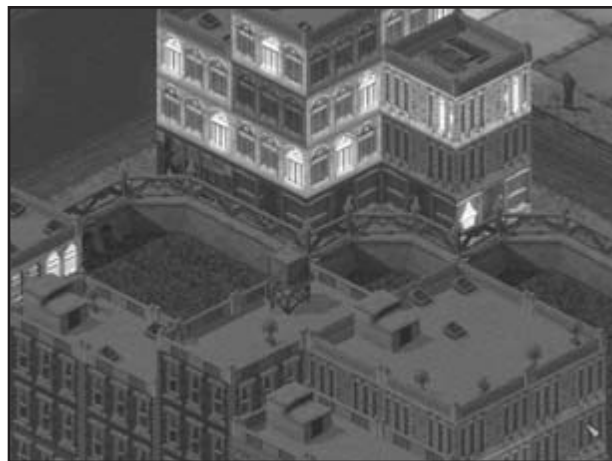
Buildings and Businesses

The cities of *Gangsters 2* are full of buildings. This chapter explains what these buildings are and how they work. Knowing this information is critical to success.

Most of your income as a gangster comes from your businesses, both legal and illegal. This chapter details how businesses work, how to maximize your profits from them, and how to keep them running with minimum risk.

Because business specialists are instrumental in the operation of illegal businesses, we discuss them in this chapter as well.

Overview of Building



You deal with a wide variety of buildings in *Gangsters 2*.

There are many different building types in every city, and seven major building categories:

The following pages address each type of building in greater detail.

Building Types

Building Category	Appearance on Map	Notes
Commercial Businesses	Light Brown	—
Illegal Businesses	Icons	Situated in residential, commercial, or industrial sites
Industrial Businesses	Brown	—
Key Sites	Icons	Can be residential, commercial, or industrial sites
Municipal Sites	Gray	Also represented by icons
Residential Sites	Pale Gray	Include houses and tenement blocks
Resource Sites	Icons	Include gunsmiths, auto dealers, and recruitment sites

Municipal Sites

There are various municipal sites in the city. Many of these, such as the power plant, waterworks, library, and museum, serve as landmarks and have no further function in the game. Other sites have a function within the city; these are described below.

Governor's Residence

The governor's residence only appears in New Temperance. It is the home and workplace for the state governor. Find strategies for dealing with the governor in the mission walkthroughs.



You can't fight city hall—but you can bribe the mayor!

City Hall

City hall is the workplace for the mayor of a city. If you want to bribe the mayor, this is the place to visit.

Courthouse

The courthouse is where the judge and the DA prosecute gang members. Prisoners are moved from the police buildings to the courthouse, then to freedom or the prison.

Again, you can send gangsters with the persuasion skill here in hopes of bribing an official.

Police Headquarters



Police headquarters are common targets for gangsters with the persuasion skill.

The police headquarters is the main police building in each city. The police chief runs this building with a detachment of officers. The officers patrol the district where the headquarters is situated. Gang members arrested by the police or the FBI within the district of the headquarters are brought here to be processed and either released or sent for trial.

Police Precinct

Police lieutenants control the police precincts. Officers from each precinct patrol the district where the precinct is located. Any gang members arrested by the police or the FBI within the district of the police precinct are brought here to be processed and either released or sent for trial.

FBI Headquarters

FBI headquarters is the workplace for the FBI district commissioner, FBI special agents, and standard FBI agents. The FBI also retains police for support when performing raids on illegal businesses.

Prison



Breaking your men out of prison can be dangerous. It's usually best to keep them out of prison in the first place.

The prison is the destination of convicted criminals. The prison governor manages the site, and guards outside protect the site.

Army Barracks

The army barracks is the home and work position of the colonel and all the soldiers. It's usually not a good place to pick a fight!

Churches



Churches can play important roles in later campaign missions.

Churches are the workplaces of priests (who live in houses or tenement blocks close to their churches). These normally quiet characters occasionally take action against gangs, reporting their illegal businesses to the FBI.

Hospital

The hospital allows players to heal gangsters and muscle. Gangsters heal in the hospital at the same rate as they do in the office and in hideaways.

Labor Exchange

The labor exchange is a recruitment site for muscle (see "Resource Sites," below).

Residential Sites



Tenement blocks provide low but steady income.

Residential sites are shown on the schematic map as pale gray areas. There are two types of residences: houses and tenement blocks.

Houses have no income or running costs, although they can be key sites and have territory associated with them. Damaged houses require money to repair, but there is no loss of income if the owner is killed.

Tenement blocks make money in the same manner as industrial businesses or commercial businesses; they have an income and lose money if the site is damaged or the manager is killed. Typical income from these blocks is low, usually under \$150 an hour.

Industrial Businesses



Industrial businesses are reasonably profitable.

Industrial businesses are shown as brown areas on the schematic map. Among the many types of industrial sites in an average city are paper mills, stonemasons, and tanners.

The income of an industrial business varies between \$50 and \$200 per hour. This income depends on the size of the building, the type of business (for example, a freight-forwarding plant has a higher income than a quarry), and the land value of the area (the higher the land value, the higher the income). The income of an industrial site depends on the condition of the business and its manager; if the building is damaged or the manager is killed, the site operates at a loss.

Commercial Businesses



Commercial businesses provide a wide range of income.

Commercial businesses vary from low-profit sites, such as small bakeries, to huge and very profitable department stores and banks. All commercial areas are shown as light brown areas on the schematic map.

Commercial businesses have the same income potential as industrial sites, and depend on the site being intact and the manager being alive to generate an income.



Recruitment sites such as pool halls and gyms are essential resources.

Banks are also types of commercial businesses. These sites are profitable targets for bank robbers and safecrackers. These buildings are indicated on the schematic map by an icon of a safe.

Resource Sites

Resource	Available From	Icon	Notes
Weapons	Gunsmith	Bullet	Can trade in any weapon, but normally stocks only shotguns and rifles.
Vehicles	Auto Dealer	Car	Can trade in any vehicle, but normally stocks only trucks, sedans, and roadsters.
Muscle	Gym, Pool Hall, Labor Exchange, Docks	Shaking Hands	The labor exchange and the docks typically have more muscle for hire than the pool halls and gyms

All of these resource sites are standard commercial businesses, except for the labor exchange (municipal) and the docks (industrial).

Each site must be in your territory before you can obtain resources from it. If an opponent damages the site that has territory encompassing a resource site, you cannot obtain any more resources from that site until the business is repaired.



TIP: It is not possible to own resource sites, only to control them by owning businesses with resource sites in their territory.

Legal Businesses (AKA Key Sites)



If a site has a cash register icon, it's a key site.

Key site is a term for any businesses you or your opponents own (gold cash registers) or that are available for purchase (silver cash registers). Key sites vary in price according to their type, size, and profit.

Key sites are always residential, industrial, or commercial businesses.

Key sites are simply businesses you may purchase or claim. They are always marked with a cash register icon on your various maps.

We use the terms *legal businesses* and *key sites* interchangeably in this book. While there *are* legal businesses in various cities that *aren't* key sites (that is, businesses you cannot control), they aren't very important, so we never refer to them.

All key sites have territory associated with them. Buying or claiming these sites leads to expansion of your territory and the option to utilize resource sites in the territory. The territory also provides security; any enemy gang members who enter your territory are immediately displayed in the overhead maps.

Some key sites serve as fronts for illegal businesses (your office is actually in a key site). Fronts can only support one type of illegal business. Key sites and illegal businesses are the only businesses you can own.

We further discuss key sites (legal businesses) later in this chapter.

Illegal Businesses

Illegal businesses are the most profitable businesses; an illegal business can generate anything between \$150 to more than \$1,000 every hour, depending on the type of business and the skill of the business specialist operating the site. There are several different types of illegal businesses, and these can be divided into the five categories listed below.

Office



The office is your headquarters. Don't let the enemy trash it.

The office is your main illegal business. It does not generate any income or cost anything to run, and does not require a business specialist to manage it.

The office is the assembly point for recruited gangsters and business specialists. Therefore, any attack on your office could result in large numbers of gang members being lost. The office is one of

the few places where you can allow gang members to recover their health (a hideaway and a hospital are the other two).

Your office and hideaway both allow access to large amounts of information, and they are the only sites through which you can purchase weapons and vehicles from your business contacts.

Hideaway



Hideaways are like miniature offices.

Hideaways are similar to your office, although you can have multiple hideaways. Like the office, they cost nothing to run and do not require a specialist. They also provide the same healing function and access to business contacts as the office.

Unlike the office, however, the hideaway can be used to store kidnapped people.

Producer Sites, Consumer Sites, and Stand-Alone Sites

The remaining three types of illegal business are categorized according to their consumption or production of alcoholic beverages. These sites are discussed in further detail later in the chapter.

Detailed Explanation of Legal Businesses (AKA Key Sites)



Legal businesses are the foundation of your empire. They lay the groundwork for more profitable illegal businesses.

Legal businesses are a necessary part of your criminal empire. They generate only modest profits, but are important for more than just the money they produce.

Each legal business comes complete with a parcel of surrounding territory.

When you buy the business, your zone of influence extends into that territory. This is useful for a couple reasons. First, enemies walking into your territory are highlighted in yellow, so they're very easy to spot. Owning abundant territory, therefore, allows you to easily monitor enemy movements. Second, if any recruitment sites are within the territory you own, you can recruit muscle from them. Failing to control enough recruitment sites can lead to a shortage of muscle and dire consequences down the road.

Legal businesses are also necessary as fronts for illegal businesses. Only a few legal businesses can support illegal businesses, though. If you own a site that can support an illegal business, the icon representing the illegal business blinks over that site in the overhead view.

Acquiring Businesses

You acquire businesses in one of two ways: buy them or claim them.

Buying businesses is very easy, but can be expensive. You can only buy businesses that are not already owned by another gang; if a competing boss owns the business, your only choice is to claim it.



Buying Businesses



If a business is not owned by anyone, you can simply buy it.

If someone doesn't already own a particular business, you may buy it. Businesses range widely in price, so refer to the Business Window to see the cost of a particular site.

Generally speaking, buying businesses is a very expensive method of conquest. The new business generates some income to offset its purchase price, but it does so very slowly. Also, if you have to spend extra money on gangsters and muscle to guard the new business, you quickly find that you're looking at a net loss instead of a net gain. You usually want to buy businesses under very specific circumstances and rely on claiming enemy businesses for the rest of your territory.

One good time to buy businesses is very early in a mission, especially when neutral territories that control recruitment sites are up for sale. Buying these

businesses can be essential to providing enough muscle for your cause.

Also, businesses that can support illegal businesses are excellent targets for purchase.

If you're faced with a city that has a large neutral area, we generally don't recommend buying all the neutral territory indiscriminately. Instead, to buy businesses that provide immediate useful benefits (such as recruitment sites or potential illegal businesses) and ignore other neutral businesses.

Claiming Businesses



After dealing with the guards, you can take control of an enemy business by claiming it.

When you claim a business, you wrest it from the grasp of an enemy. This is (obviously) cheaper than buying a business. It also has the benefit of denying the enemy bosses territory while at the same time expanding your territory.

The only cost associated with claiming a business is the wages you pay to the gangsters and muscle that you use to claim it.



TIP: You can't always claim an enemy business right away; first, you have to attack it or at least kill the guards outside.

We discuss various methods of claiming businesses in Chapter 4.

Risks of Owning a Businesses

There are two risks associated with owning businesses. These shouldn't discourage you from owning businesses, but you should be aware of them when you buy or claim new territory.

More Territory to Guard

The first downside to owning businesses is that the larger your territory becomes, the harder it is to defend. You often have to hire more gangsters or muscle as your territory grows, and you have to be more vigilant to ensure that your enemies won't sneak into your territory.

You can minimize this downside by expanding intelligently. Claim territory that's adjacent to territory you already own so you have a continuous border. Nothing is worse than owning several scattered businesses all over town and trying to defend them all. If your territory is lumped together, you can assign guards to the perimeter and leave the interior businesses largely unguarded.

Also, use natural borders to your advantage. If you can expand all the way to the edge of town or to a friendly gang leader's borders, you are assured that your territory is safe from at least one direction.

Potential Damage



Damaged businesses operate at a loss until repaired.

If the enemy does manage to sneak through your defenses, he or she will most likely damage your businesses. Damaged businesses lose money until they're repaired. Enemies that enter a damaged business's territory are *not* highlighted; it's as if the territory is neutral.

If you have a plenty of cash on hand when your business is damaged, just repair it and move on. If not, the cost of repairs plus an hour or two of operating losses from the business can be a deadly combination.

One solution is to sell the damaged business immediately. This turns the tables; instead of losing a large sum of

money, you immediately gain a modest sum. However, this easy money comes at the expense of long-term growth. You now have less overall territory and less earning power.

Detailed Explanation of Illegal Businesses



Illegal businesses are highly profitable.

Although legal businesses are the necessary foundation of your empire, illegal businesses are where the real money is made. It's difficult to finance a large team of gangsters and muscle with profits only from legal businesses—but if you add a few illegal businesses to the mix, things become much easier.

There are a number of things you should know about illegal businesses.

\$500 Setup Fee

After acquiring a site that can host an illegal business, you must pay \$500 to get the business going. This fee can be substantial if you're already light on cash. If the enemy damages or claims your illegal business, you have to pay the \$500 fee to get it up and running again.

Specialist



Hire specialists from the newspaper. You can always find one of the appropriate type

Illegal business specialists run illegal sites. Each illegal site requires a different type of specialist; for example, a brewery requires a brewer.

If you start an illegal business but don't have an appropriate specialist, wait a few moments, then check the newspaper. An appropriate specialist is always available.

Business Skills and Associated Businesses

Skill	Illegal Business	Notes
Brewer	Brewery	Beer Producer
Card Sharp	Card Game	Beer and Liquor Consumer
Casino Manager	Casino	Beer and Liquor Consumer
Craps Croupier	Dice Game	Beer and Liquor Consumer
Distiller	Moonshine Still	Liquor Producer
Gambling Den Manager	Gambling Den	Beer and Liquor Consumer
Loan Shark	Loan Shark	Stand-Alone Site
Numbers Racketeer	Numbers Racket	Stand-Alone Site
Pimp	Brothel	Beer and Liquor Consumer
Plate Engraver	Counterfeit Press	Stand-Alone Site
Prizefight Racketeer	Prizefight Ring	Beer and Liquor Consumer
Protection Racketeer	Protection Racket	Stand-Alone Site
Speakeasy Manager	Speakeasy	Beer and Liquor Consumer

Business Skills and Associated Businesses

This table shows the various business skills and the businesses with which they're associated.

Business Skills and Profitability

Business specialists are not all equally talented. They're ranked in their special business skills, just as gangsters are ranked in explosives or assassination skills. The following table shows the effects of business specialists' skills on the profitability of illegal businesses:

Specialist Skill and Profitability

Skill of Business Specialist	Income of Site
1 star	100%
2 stars	120%
3 stars	140%
4 stars	160%
5 stars	200%

A skilled specialist makes a big difference. A five-star specialist can double the profits of his business.

Liquor Production



Liquor-producing sites, such as this brewery, are crucial to a large crime empire.



Production Capabilities of Beer and Liquor Producers

Producer	Specialist	Production Capability
Brewery	Brewer	Supplies up to 4 consumer sites
Large Brewery	Brewer	Supplies up to 8 consumer sites
Moonshine Still	Distiller	Supplies up to 4 consumer sites
Large Moonshine Still	Distiller	Supplies up to 8 consumer sites

Beer and liquor are illegal in Temperance State. This makes them both desirable and highly profitable. Many of your illegal businesses require beer and liquor to operate at peak profitability; lacking one of one or the other seriously undermines profits.

Beer and Liquor Producers

Breweries and moonshine stills produce beer and liquor, respectively. These illegal businesses *do not* make much profit, at least on their own. If the brewer or distiller has a low skill rating, these businesses run at a slight loss.

There's usually no point to owning *just* a brewery or *just* a still. These liquor producers exist to help you make more profits from your other illegal businesses—the ones that are liquor *consumers*.

How many consumer sites can breweries and stills supply? Here's the answer:

You want produce just enough beer and liquor to supply your consumer sites. Extra beer and liquor production isn't very profitable, unless the mission allows you to arrange a side deal (for example, to provide liquor to another gang boss).

Beer and Liquor Consumers

Beer and Liquor Consumers

Consumer	Specialist	Profit Derived from Beer and Liquor
Brothel	Pimp	50%
Card Game	Card Sharp	50%
Casino	Casino Manager	50%
Dice Game	Craps Croupier	50%
Gambling Den	Gambling Den Manager	50%
Prizefight Ring	Prizefight Racketeer	50%
Speakeasy	Bar Manager	100%

The following table illustrates which of your businesses consume beer and liquor and what percentage of their profits is based on alcohol sales.

The speakeasy is by far the most dependent on alcohol sales. If you don't own a still and/or brewery, there's no point in having a speakeasy.

If a consumer business has one type of alcohol but not the other (for example, beer but not liquor), the alcohol profit is halved. For most businesses, this means a 25 percent reduction in total profits; for the speakeasy, it's a 50 percent reduction.

Stand-Alone Sites

A few illegal businesses do not produce or consume liquor. These are the loan shark, numbers racket, counterfeit press, and protection racket.

Stand-alone businesses are great in missions in which beer and liquor producers are nonexistent or difficult to control.

They're also great businesses to own in the early stages of a mission, when your alcohol production may not be up to speed.



Sites that don't require beer or alcohol are very simple to operate.

Illegal Business Staff

Many illegal businesses send out illegal business staff. The staff walks the streets and helps generate business. This happens automatically; you don't have to hire or fire them.

Illegal business staff can largely be ignored. They fight if necessary, but they aren't very good at it. They're just another part of the illegal business.

Illegal Business Drawbacks

Illegal businesses are not without their drawbacks, however. They undergo substantial enemy attacks and potential FBI raids.

Strong Defense

Remember that illegal businesses can draw constant enemy raids. This is particularly true for illegal businesses close to enemy territory.

Be proactive about defending illegal businesses. Have nearby gangsters and muscle set to high aggression, ready to foil any attempts to damage the business. In some cases, you may also want to add guards, though too much muscle tends to eat into the profits.

FBI Raids

The FBI continually investigates illegal businesses. If they gather enough evidence, they launch a raid.

During a raid, the FBI and attached police arrest the illegal business specialist and shut down the site. The specialist is taken to the nearest police building, with a trial date set for one hour later.

The possibility of FBI raids shouldn't deter you from owning illegal businesses, but be aware they might happen. A raid is usually an inconvenience; often, you can have the site back up and running with a different manager (or the same manager, if you secure his release) in a few hours.





Chapter 3



2 cents in the State of Temperance 3 cents elsewhere

★★★★★



Illegal Activities

This chapter details some of the illegal activities your gang participates in. You will learn which crimes are major and which are minor, who investigates crimes, and how the judicial system in *Gangsters 2* works.

Crimes and Punishments



Just about everything you do in *Gangsters 2* is criminal!

Many of the activities your gang members perform are classified as crimes. Crimes are divided into two categories: major and minor.

Before looking at specific crimes, it's important to realize that crimes against other gangs are *not reported*. Thus, unless police actually witness a gunfight or other crime, you don't have to worry about police investigating your actions against rival gangs.

All crimes committed by the gang leader or gangsters cause their notoriety to increase. When this reaches a high level, you are warned to curb their activities (notoriety decreases over time). If you continue to commit crimes using notorious gangsters, the police automatically arrest them on sight. They may not be able to prove anything against your gangsters, but the police will harass them, confiscating weapons and wasting valuable time.

Major Crimes

The following table outlines major crimes:

Major Crimes

Crime	Activating Command	Investigated By
Murder	Kill, Assassinate	Police
Causing an Explosion	Bomb, Booby-Trap	Police
Abduction	Kidnap	Police
Corruption	Bribe/Influence	FBI
Illegal Businesses	Running an Illegal Business	FBI

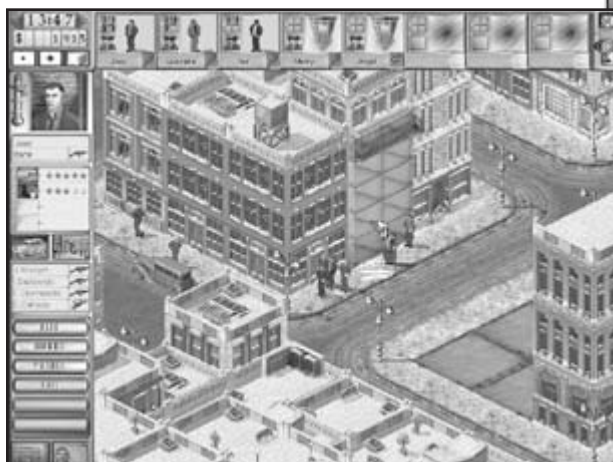


Note that:

- ♥ **Bombs can also cause multiple murder charges if they kill people.**
- ♠ **Illegal businesses are constantly investigated. Your office and hide outs are never investigated by the FBI.**
- ♣ **Corruption occurs when corrupt officials perform actions that benefit you, which both increases the official's corruption rating and the likelihood of an FBI investigation.**



TIP: The order to attack an enemy business sometimes results in murder, depending on whether or not the business is occupied at the time of the attack.



Damaging buildings counts as a crime, but your enemies won't report it.

Minor Crimes

The following table details minor crimes:

Minor Crimes

Crime	Activating Command	Investigated By
Criminal Damage	Attack (Against a Business)	Police
Theft (Bank Robbery)	Rob	Police
Theft (Safecracking)	Rob	Police



The Police are a constant nuisance unless you bribe them.

The Role of the Police

The police respond to crimes in two ways. Often, if the police see or hear a criminal activity, they run to the site and engage the perpetrators in combat. They also call for backup, which results in a number of police cars driving from the local police building to give support.

If the crime is not dealt with at the scene, a police investigation ensues. A police detective is sent to the area to investigate the scene of the crime and search for clues. At the end of the day, the detective files a report, and the crime is either solved or dropped.



TIP: You still have control over your gangsters until they are taken to the police building. Therefore, you can manually take control of a gangster that's being arrested and have the gangster shoot his way out.

If the crime is solved, a flashing badge appears in the perpetrator's gangster window. This means the gangster is "wanted" by the police and will be arrested if spotted. Arrested gangsters are taken to the local police building and held for an hour prior to being sent to trial.

The Role of the FBI



The FBI investigates certain crimes that the police don't handle.

The FBI is a powerful force that you must contend with. They respond to crimes in the same manner as the police, plus they investigate certain activities that the police don't deal with.

If FBI agents see or hear of a criminal activity, they rush to the site to engage the perpetrators in combat. They also call for police backup, which results in a number of police cars coming from the local police building for support.

The FBI and Corruption

The FBI also monitors corruption. Each time a corrupt official performs an act on behalf of a gang, the character's corruption rating increases. Should this rating reach a high level, the FBI will launch a corruption investigation.

If the FBI uncovers evidence of corruption, they remove the corrupt character and replace him or her with one who is unlikely to be swayed by gangsters with the persuasion skill. Remember to release characters from influence occasionally to allow their corruption levels to drop.

The FBI and Illegal Businesses



Your illegal businesses can be raided by the FBI at any time.

In addition to monitoring corruption, the FBI investigates illegal businesses. As soon as illegal businesses are established, the FBI attempts to locate them and close them down (in some episodes, they are helped by the police and the local priests). If the FBI manages to locate an illegal business, they launch a raid against the site.

During a raid, the FBI agents and their police backup drive to the site and enter the building. Once inside, they arrest the business specialist who runs the site, then close the illegal business down.

The arrested business specialist is taken to the nearest police building and left there to be sent to trial one hour later.

Trials

Trials begin with the delivery of arrested people to the courthouse. The judge and the DA perform the trial and deliver sentence; this takes one game hour.

If the accused is found to be innocent, he is released on the spot. Guilty gang members are immediately transferred to the prison.

The prison is where all guilty gang members are deposited to serve their time; effectively, the character is out of the game unless you can secure his release.



TIP: At any time, a gang member can squeal against his boss. This automatically leads to the gang leader being "wanted" by the police. The "arrested" or "prisoner" panels in the site's Building Window show which characters are likely to turn against you.

Avoiding Punishment

Now that you know how the police and FBI deal with crimes, you must learn how to avoid punishment. Fortunately, there are many ways to avoid punishment and/or rescue your gangsters at various points in the judicial process.

Influencing the Police



Influencing the police is a good way to avoid trouble with the law.

If you manage to bribe or influence the police in your home district, you have a safe haven where the officers never arrest your gang members. The police even help you during combat against other gangs! Any gang members deposited at the site by the FBI are also released. This level of influence ensures that gang members left in the district are never brought to trial, and there is no risk of squealing.

Influencing the Judge and DA

Influencing either the judge or the DA means that any minor crimes committed by your gang are thrown out of court. If you manage to influence both characters, all charges relating to major crimes are also dropped.

Influencing the Prison Warden

Influencing the prison warden gives you the option of buying the freedom of a gang member. This can be very expensive but it is a safe method to retrieve your most valuable gangsters and business specialists. Any gang member likely to squeal will have already influenced the prison warden.

Buying Silence

While a gang member is being held in the police building or the courthouse, you have the option of buying their silence. While this does nothing to secure the release of the prisoner, it at least means the character does not squeal on you.

Ordering Silence

This order instructs a gangster to kill a member of your gang who is being held by the authorities. It is a violent crime that can result in combat with the police or prison guards, but it guarantees that a potential squealer stays quiet.

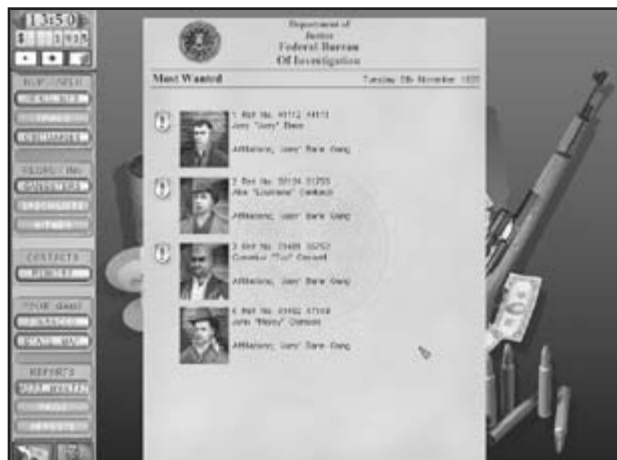
Ordering Breakout

This order instructs a gangster to bust out every gang member from the police building, courthouse, or prison, regardless of the gang they belong to. This nearly always results in combat, so be careful how you use this order!

Killing the Escort

If your gangsters are being escorted away by police or the FBI, try attacking the escort with another team of gangsters. Killing the escort automatically releases the prisoners and returns them to your control.

Avoiding Justice

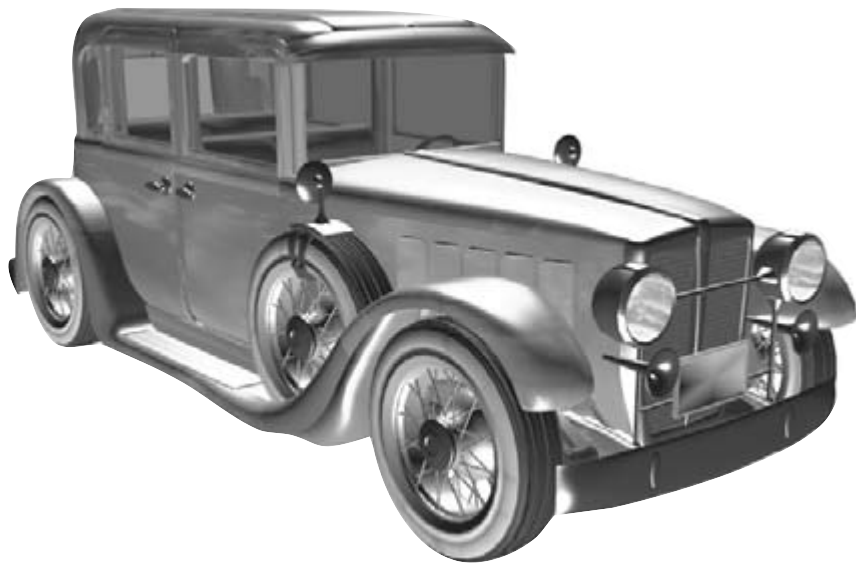


Watch the papers for news of which gangsters are most wanted.

Our advice on avoiding justice is twofold. First, in the earlier missions, you can most easily derail justice by shooting police that try to arrest your men. Watch the top panel for signs that your gangsters are being arrested, and immediately switch to them when you see their hands in the air. Gun down the police, then either run to a safe building or gun down any more police that arrive, depending on the gangster's health.

Second, if a particular gangster is wanted, place him on safe duty if at all possible. Safe duty includes guarding territory where you've already bought the police, hiding in your office, or accompanying other gangsters on missions. Don't send a wanted gangster out alone in enemy territory.

These two techniques usually allow you to avoid the hassle of having gangsters arrested.



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Chapter 4

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General Strategy

This chapter discusses the phases of a typical mission, outlining the techniques you use to beat your opposition.

Obviously, every mission is unique, which is why the next few chapters are devoted to walking you through each single-player mission. Despite the differences, you will find yourself using particular strategies again and again throughout the campaign. It is here that you learn about those strategies.

The chapter begins with strategies for each phase of a mission—the beginning, middle, and end—and ends with a variety of specific tactics that make your job easier. The latter part of this chapter offers tips on combat and expansion.

Phases of Conquest

Most missions can be broken down into three phases: the early phase, in which you're just trying to get a foothold; the middle phase, in which you slowly expand your territory; and the endgame, in which you finalize your plans and accomplish all your goals. The following pages offer advice for each stage of a typical mission.

Early Protection and Expansion



When the mission commences, you're usually in a difficult spot.

As a typical mission starts, you're in a precarious spot. This is often the most dangerous part of the game; you have relatively few businesses, few gangsters, and little muscle at your disposal, so your margin for error is low. Your primary objectives at this point are to defend your territory and, at the same time, grab a few key businesses. This hopefully kick starts your crime empire and allows you to proceed to the mid-game.

Buy Weapons and Muscle



Decent weapons are necessary for both defense and the claiming of new turf.

Your first step is usually to select the gangsters who will do the primary defending and attacking and buy them better weapons.

Cash is short, so you can't go overboard. The best weapons, such as Tommy guns, should usually go to the gangster assigned to capture new territory; he is the one who drives around, kills enemy muscle, and claims businesses on your behalf. You can give gangsters assigned to defend your territory cheaper weapons, such as shotguns.

Typically, you start missions with one car. If you have the cash, consider selling it and replacing it with a bulletproof car, which makes the job of claiming enemy territory much safer and easier.

You may also hire muscle at this point. Again, the gangster charged with claiming new territory should get the most muscle. Gangsters on defense can often get by

with two muscle apiece, especially if they have good weapons.

Protect with Gangsters

Send the gangsters you've chosen for defense to guard your territory. Specific strategies on where to place guards are discussed later in this chapter.

Keep an eye on these gangsters throughout the game, using the top panel to monitor their status and actions. If their muscle gets killed or the police try to arrest them, switch to them quickly and remedy the situation.

Bribe, if Necessary



Bribing officials is vital in many missions.

Bribing the official at the local police building can be costly, but it makes defending your territory much easier. Bribed police act as allies rather than adversaries, assisting your gangsters in gun battles.

Your finances determine your ability to bribe the police. If you're extremely low on cash, you may have to wait awhile before starting the bribery.

Assign an Attacker

Send the gangster to whom you gave the best weapons and the most muscle out in a car—preferably bulletproof. His or her job is to claim enemy territory and start the process of expanding your empire. Make sure the gangster has the weapons, the muscle, and the combat skill to be effective in this role.

Target Recruitment Sites and Illegal Businesses



Recruitment sites should be a high priority in the game's early stages.

Be selective about which businesses your attacker targets first. Obviously, claim sites adjacent to your existing territory, but there are often many sites to choose from. In this case, your first conquests should always be the enemy's businesses that are controlling recruitment sites and illegal businesses.

Gaining control of recruitment sites gives you access to muscle, which is often scarce in the mission's early stages. Taking the enemy's illegal businesses deprives him of revenue and provides a big boost to your own finances.

Techniques for taking control of enemy businesses are discussed in greater detail later in this chapter.

Slowly Expand

Your attacker should continue to attack enemy businesses as you near mid-game. As your territory slowly grows, move your defenders toward your new borders so they can more effectively intercept enemy attacks.

If you capture a particularly vulnerable or valuable business, allow your attacking gangster to remain there for a while. He can stay there and guard it until you've either moved in an existing defender or hired a new one.

Sell Businesses, if Necessary



Sell damaged businesses if you don't have the money to repair them.

Your finances are very fragile at the game's start. If you claim a business and it becomes clear that the enemy is going to damage it, check your cash. If you're dangerously low and you can't intercept the bad guys, sell the business just before the enemy trashes it. You lose the territory, but that's better than allowing the cost of repairs and operating losses to bankrupt you. Plus, you can always buy the business back later when your finances are healthier.

Mid-game Buildup

The middle of the game is typically a period of slow growth and gradual expansion. Your territory gets bigger, the territory of your enemies shrink, and you attempt to complete any secondary objectives that may be carried out at this time.

Continue to Expand Territory

A lone gangster with a bulletproof car can successfully claim new territory well into mid-game, in most missions. You could have more gangsters claim territory, but frankly, it's less complicated and just as effective to manage a single gangster with great combat skills and weapons. The bulletproof car gives him the extra edge the gangster needs; within its safe confines, he can mow down legions of enemies. Plus, even though the car is comparatively slow, it's faster than enemies on foot. Thus, the attacking gangster can usually retreat with ease when his muscle is killed, only to hire new muscle and return to claim more territory.

Add Gangsters and Muscle

As your territory grows, add more gangsters to your roster. These new gangsters help defend your ever-growing territory. Also, some missions require you to hire new gangsters because they have special skills necessary for that particular mission.

As your finances grow, you can afford to upgrade your gangsters' weapons and give them each a full complement of muscle. You usually don't need to buy cars, though; stealing your enemies' cars is often easy, and you can't beat the price.

Attack Key Illegal Businesses



Key enemy businesses are worth attacking, even if they aren't close at hand.

Generally speaking, you want to claim territory adjacent to your current territory, rather than claiming distant sites. This makes guarding your businesses easier; it's very difficult to guard an empire that's spread out with pockets of enemy territory scattered in between.

Despite this rule, make an exception and strike at the enemy's key illegal businesses even if they aren't close to your territory. You can damage these businesses and kill the business specialists without actually claiming them, or you can claim them and fortify them with a gangster acting as a full-time guard.

Optionally, you can claim the site and then sell it at the first hint of enemy attack. The enemy bosses often buy the business back as soon as it becomes neutral again, but this technique lets

you drain their cash by forcing them to buy the land and set up the illegal business again.

Accomplish Specific Secondary Objectives

Often, missions have several objectives, some of which you can accomplish in mid-game. For example, if you're supposed to assassinate a particular character, you can watch for him during mid-game, possibly dealing with him then.

The more you accomplish in mid-game, the less you have to worry about in the endgame.

Endgame Tactics

The endgame is the time to wrap things up. At this point you've claimed enough territory and businesses to support a big crime organization, complete with multiple well-equipped gangsters and plenty of muscle. Your focus should now turn away from grabbing more turf and toward achieving your final mission goals.

Consolidate Defenses

Your first task is to consolidate your defenses. Chances are good that you've got decent defenses in place already since you've made it this far. However, take a few moments and make sure all your guarding gangsters are well stocked with muscle. If there are any weak spots in your defense, send someone to plug them. You are busy with other matters during the endgame, so you want to be sure you don't have to keep checking on your defenders.

A black and white photograph showing a close-up of a piece of paper that has been torn. A fingerprint is visible on the left side of the paper. To the right of the fingerprint, the words "BOY SM" are printed in a bold, sans-serif font. The paper is layered over other documents, and the edges are jagged and uneven.

If there are any remaining objectives you can achieve now, do so. Get everything out of the way except for the final, primary objective.

Make Final Preparations



Gather *several* gangsters for the final attack. While you can take down offices in some early missions with only one gangster, offices in later missions require a group effort. If you can add a bomber to your attack force, so much the better—a bomb is a great way to initiate an attack on the office.

Attack in Force or Claim Remaining Territory

When you've got your strike force together, the only thing remaining is to attack the enemy office. Specific tactics for assaulting offices are covered in detail beginning on the next page.

In some cases, defeat the enemy by claiming almost all of his territory; he surrenders when it's clear that he has lost. If you want to go this route, use your strike force to clear out all the guards in the

heart of the enemy territory. When they're gone, leave a few gangsters set to high aggression right next to the enemy office. They intercept and kill any new gangsters the enemy boss hires and sends out to cause trouble.

Meanwhile, have one gangster claim all the remaining businesses.

Attack Tactics

Combat in *Gangsters 2* is extremely straightforward. By following just a few simple rules, you can ensure a great deal of success when you attack enemy thugs, businesses, or offices. Our "tactics," therefore, aren't pure tactics per se, but guidelines about how to prepare your gangsters and tilt the odds of combat in your favor.

Use the Right Gangsters for the Job



Use gangsters with high combat skill for combat-intensive jobs.

It may be obvious, but we say it anyway: Use gangsters with good combat ratings for any sort of attack. The gangster you choose to claim enemy territory should be one of your best fighters, even if he is wanted by the police. (The gangster can kill any police that interfere or the gangster can escape in his car if the situation gets too rough.)

Use the Right Weapons



The right weapons for the job depend on who's using them.

Give attacking gangsters the best possible weapons.

The average gangster and his muscle do best with the weapons set "all tommy guns." If this is unavailable, a mix of tommy guns and shotguns is the next best thing. If you use a mix of weapons, the gangster should always have one of the better weapons (usually a tommy gun),

because he can do more damage with it than the muscle can.

If the gangster happens to be an assassin, the very best weapons set is “all rifles.” Rifles aren’t as powerful as tommy guns, but they have such great range that your assassin and his muscle can kill enemies at ranges from which the enemies can’t fight back.

The silenced pistol and twin pack are both surprisingly powerful assassin weapons as well. Assassins actually deal more damage with the silenced pistol or twin pack than with a shotgun or tommy gun. Therefore, if you have an assassin character that you want to gear for short-range combat, *always* give him a silenced pistol or, even better, a twin pack. You should give his muscle tommy guns.

Use Vehicles for Protection

Vehicles—specifically bulletproof cars—give you the edge you need when you’re attacking superior numbers. All vehicles afford a little protection to the passengers, and make it easy to drive away from a losing fight, but the bulletproof car gives your gangsters a tremendous edge, absorbing 50 percent of the damage they would otherwise sustain.

When attacking particularly dense mobs of enemies, use multiple gangsters in bulletproof cars. Pause the game frequently during combat, to assign each carload of gangsters different targets. Then start the game up, watch the targets drop, and pause again to assign the gangsters new targets. Repeat this process until the enemy presence is obliterated.

Clear Out Guards Before Claiming Territory

Before claiming an enemy business, have a gangster in a car clear out all the nearby guards and the patrolling enemy gangsters.

Be thorough and patient. If you can completely wipe the block clean of the enemy, you have an extremely easy time claiming businesses. If you aren’t thorough enough, you have to deal with enemies while your gangsters are on foot outside the protected confines of their cars.

Decide How to Deal with Businesses

What exactly do you want to do to your enemy’s businesses? Take them over? Damage them and force the enemy to fix them? You should get it clear before your attack.



Don't damage businesses you plan to claim.

Claim the Business

If you want to claim a business, first kill the guards outside, then use either the Kill or Assassinate command on the building itself. This kills the building manager without harming the building.

Now you can use the Claim Site order and take control of a fully operational business.

Using the Attack order is a bad idea if you want to capture the building, because it results in damage you have to fix later at your own expense.

Damage the Business

If you don't want to claim a business, use the Attack command and damage it, forcing the enemy to fix it. Damaged buildings operate at a loss, plus the enemy must pay extra to fix the damage and get the building profitable again. Illegal businesses inside the attacked building are closed down as well.

Bombing a business results in substantial damage, but because bombs are expensive, only bomb buildings with numerous enemies hiding inside them.

Claim and Sell the Business

If you plan to claim the business and immediately sell it for quick cash, use either the Attack or Kill command—it doesn't matter which—and then promptly claim the site. Sell it immediately thereafter.

This technique is good if you want some quick cash but don't really need any more territory.

Assign Gangsters to Lock Down Offices



Aggressive gangsters posted outside your opponent's office intercept newly hired enemies

If you get to the enemy's office and kill all the guards outside, but you aren't quite ready to charge in for a final attack, leave a gangster or two just outside the office door. Set these gangsters to high aggression and make sure they have ample muscle.

The enemy boss continually hires gangsters from the newspaper and sends them out of the office. Your aggressive gangsters mow them down the instant they step out the door. By keeping your gangsters nearby, you prevent the enemy from sending out more gangsters and causing trouble elsewhere in the city.

Attacking Offices

Enemy offices offer some of the toughest fights in the game. The enemy boss often holes up in the office with a large number of cronies, and he won't come out until the building is directly attacked.

A constant trickle of enemy gangsters come out of the office, but killing these gangsters does *not* affect the number of gangsters you must fight when you attack the building. These are just gangsters hired from the newspaper, sent out to cause trouble. The enemy boss's trusted henchmen only come out when the boss himself comes out.

What follows are some suggestions for effectively attacking offices.

Attack Offices in Force



Bring as much force as possible when taking down a boss's office.

When you finally decide to attack the enemy office, bring a great deal of gangsters—as many as you can spare—and make sure they're all set to high aggression.

The first step is always to clear out the guards in front of the building.

The next step is to attack the building itself. The enemy boss and a large number of henchmen come outside and attack. If you brought overwhelming numbers of gangsters, your aggressive gangsters kill the enemy boss in mere moments. If you failed to bring enough gangsters, on the other hand, you face the prospect of losing one or more gangsters in the raid.

Use Parked Vehicles Against Offices

If the enemy office is close to the street, park bulletproof cars in front of it. While one gangster attacks the building to draw out the enemy boss, the gangsters in the car can target the boss and his henchmen from relative safety. The protection of the bulletproof car is useful if you suspect it will be a tough fight. If you use this tactic, you should put your most valuable gangsters in the car(s). Expendable gangsters can fight outside.

If the enemy's cars are parked in front of the office, thus blocking the best parking spaces, simply steal the cars and sit in those. Optionally, if these cars aren't bulletproof and you want to use a bulletproof car, steal the enemy cars and drive them away to make room for your own bulletproof cars.

Use Bombs or Bait to Attack Offices



Bombs are the ideal way to start an attack on an office.

Here are two basic techniques for attacking offices. In both techniques, cluster most of your attacking gangsters, set to high aggression, near the office door. The difference between the techniques is how you initiate the attack on the office.

Using the first technique, an expendable gangster (the "bait" hired from the newspaper) attacks the office, while the others wait a short distance away. When the boss appears, everyone opens fire. It's important that the expendable gangster attacks the building, because he is the one closest to the boss and his henchmen—and, therefore, the most likely to die in the ensuing firefight.

Using the second technique, instead of sending an expendable gangster to attack the building, send a skilled bomber to bomb the building. The instant the bomber places the bomb, he should run away as fast as possible. If the bomber lingers, he is vulnerable to the boss and

assorted enemies that run outside after the blast. The other gangsters gathered nearby (set to high aggression) proceed to mow down the enemies while the bomber looks on.

This second technique is preferable when attacking really tough offices, because a skilled bomber can kill all the muscle inside the office and damage all the gangsters as well. The end result is a much easier fight.

Defense Tactics

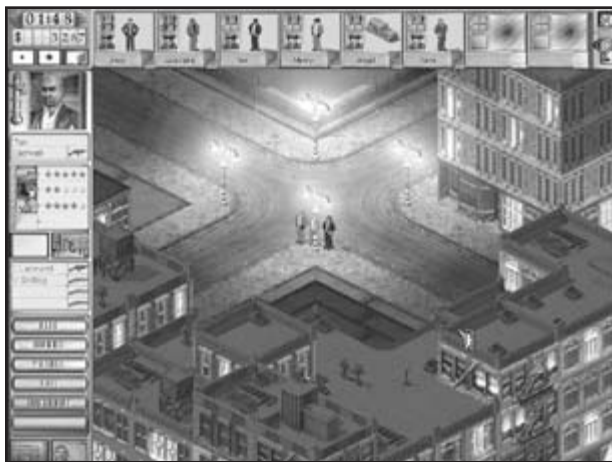
If you lack a strong defense, enemy gangsters pour into your territory and continually damage or claim your businesses. This is both a nuisance and a very real financial threat if enough damage is done. For this reason, devote much of your energy to defending your territory.

Guarding Buildings with the Guard Command

Gangsters and muscle allocated to guard a building stand outside the site looking for enemies. They leave the building to attack enemies, but only move a short distance before returning (you can, therefore, distract with combat, but not if they are too far away).

You should use the Guard command in certain circumstances, such as when you need some extra defense at a particular spot. Much of the time, though, just place a high-aggression gangster at a key spot, and let him deal with incoming foes.

Guarding with High-Aggression Gangsters



A gangster set to high aggression doesn't need to use the Guard command; he automatically guards a small area around himself.

Most of the time it's best to assign gangsters to defend your turf—not muscle alone. Sometimes you can use the Guard command to have these gangsters guard specific buildings, especially when those buildings are located at bottlenecks or major entrances to your territory.

More often, set these gangsters to high aggression, and place them in the spots where the enemy likes to attack. These spots become obvious after playing a short while; the enemy gangsters tend to approach using the same routes time and again. Placing an aggressive gangster squarely in these favorite paths can effectively seal off your territory from enemy incursion.

Here are three more suggestions on where to place your gangsters.

Perimeter Sites

Buildings on the edge of your territory are good places for your defensive gangsters. Guarding helps protect these sites against enemy gangs trying to claim them from you and also helps prevent intruders from getting deeper into your territory.

In a mission featuring particularly aggressive enemy attacks, you may have to keep an eye on these sites and move your gangsters around to intercept incoming enemies.

Bottlenecks



Bottlenecks, such as bridges, are ideal points to position guards.

Bottlenecks, such as bridges, can force opponents to limit their attacks to one route. Defenders situated at these bottlenecks are, therefore, always able to attack gangsters sent into your territory.

In some missions, a couple guards at key bottlenecks can protect your whole territory.

Important Sites

Important sites, such as key illegal businesses, are always worth guarding; the gangsters or guards you post there can form the last line of defense if your opponents manage to sneak into your territory before you notice them. Sites crucial to achieving an objective, sites that generate large amounts of profit, and your office are among the buildings you should consider guarding.

Patrolling Buildings

Gangsters and/or muscle allocated to patrol a building move along the perimeter of the territory associated with the site. They leave this route to attack enemies, but only stray a short distance before returning.

Patrols differ from guards in that the patrol moves along the perimeter of the territory, rather than just standing outside the site. As with guarding, you need to consider the resources available for patrols, but with patrols, you also need to consider the territory of the site. Large territories are hard to patrol effectively, because the patrol is more likely to miss enemies entering from the other side of the territory.

You'll use the standard Patrol command rarely, instead place aggressive gangsters at particular spots on the map. However, the waypoint patrol feature described next is quite useful.

Waypoint Patrols



Assign your own patrol routes by holding down the **shift** key.

Define a patrol route for a gangster using waypoints. To do this, click the Patrol command in the interface, and then **shift**-click on the route. This allows you to instruct gangsters to move between important areas, thereby providing the most effective patrol.

Use this form of patrol instead of using the Patrol command on its own. With this technique, you can send aggressive gangsters around in a tight loop, guarding only the areas you want guarded.

Dealing with Enemy Vehicles

Whenever possible, don't fight enemy vehicles with gangsters on foot. Instead, let the vehicles drive to their destinations (usually close to one of your key buildings), and follow from a discreet distance.

Attack when the enemies get out to trash your building.

Fighting enemies in cars is usually a losing proposition. You can do it if your own gangsters are in a car, but even then it's preferable to let the enemy get out of the car and then rush in for the attack.

Elements of Combat

Several factors determine the outcome of combat. They are the following:

♥ Number and Type of Combatants

♠ Groups

♣ Weapons

♦ Range

♥ Combat and Assassination Skills

♠ Vehicles

♣ Health

♦ Aggression Settings

♥ Use of Explosives

♠ Game Difficulty Setting

Let's take a look at each element.

Number and Type of Combatants

As with any battle, the more people and weapons turned against the enemy, the greater the damage the enemy suffers. Gangsters are also more effective in combat than muscle, so large numbers of gangsters pose a greater threat than a gangster and muscle combination.

The following characters do full damage in combat:

♥ Gang Leaders

♠ Gangsters

♣ Business Specialists

♦ Hit Men

♥ Leaders of the Army, Police, and FBI Groups

All other characters do only half damage. These others include the following:

♥ Muscle

♠ Police Officers

♣ FBI Agents

♦ FBI-Attached Police

♥ Prison Guards

♠ Army Soldiers

♣ Illegal Business Staff

Groups

Grouping gangsters and muscle together has two advantages:

♥ **The muscle can use the gangster's cache of weapons to inflict damage on the same target as the gangster. Four muscle with the same weapon as the gangster increase the firepower of the group by around 200 percent.**

♠ **The muscle act as bodyguards to the gangster. If the group comes under fire, the muscle are always the first to die.**

Weapons

Different weapons inflict different levels of damage. The pistol is the weakest weapon, inflicting minimal damage and

having the shortest range. The tommy gun is the most expensive weapon, and it inflicts the most damage on opponents, while the rifle has the longest range. Although the tommy gun is therefore normally the weapon of choice for gangsters and muscle, it is often more effective to equip them with rifles if the gangster is an assassin; the assassin can kill a tommy gun-equipped gangsters with a rifle before the gangster has a chance to fire a shot back.

Refer to the tables in the Appendix for detailed information on each weapon type.

Range



Rifles aren't the most powerful weapons, but their range can't be beat.

Firearms lose effectiveness as the range increases (except for the rifle when it is used by an assassin). If you are going to fire the first shot in combat, it is almost always advantageous to close the range as much as possible before giving the order to fire.

Combat and Assassination Skills

The higher the combat skill of a character, the more damage they do with a particular weapon. If the character has the assassination skill, the damage inflicted is even greater.

If you get the opportunity, ordering assassins to assassinate a target can shorten combat dramatically. Assassins target the leader of a group, and once this character falls, the people with him usually flee. An assassin under fire by four gangsters with full teams of muscle only has to kill the four gangsters to end the threat from the attack.

Vehicles

Vehicles have their advantages and disadvantages when used in combat. Vehicles are restricted to the roads, so gangsters who run down an alley can often avoid them, but they allow rapid movement and also diminish the amount of damage done to the occupants. Most vehicles lower the damage by 10 percent, although the bulletproof and prestige vehicles lower damage from gunfire by 50 percent.

Bombs destroy all road vehicles and kill their occupants.

Health



There's no way to tell how damaged your enemies are. Prepare for the worst!

Most characters have 128 health points, although gangsters have 256 and gang leaders have 512. This means that a gang leader can take four times the damage that a muscle can take before dying, and a gangster can take twice as much. Gang leaders and gangsters with full health are, therefore, in a better position to survive combat than any other character, especially when accompanied by muscle.

It is not possible to see how badly wounded an opponent is, so it is safest to assume they are in full health. If any of your team is wounded, consider healing them before sending them into combat. This is especially important when sending gangsters with wounded muscle into enemy territory. The muscle is soon killed, and it is not a good idea to have a gangster stranded without muscle to serve as bodyguards.

Aggression Settings

The aggression settings can govern how smoothly a team switches targets once a previous target has been killed. On an aggressive setting, the gangsters continue to fight, and they pick and attack a new target without prompting. An evasive setting is more useful for situations in which you want to attack a target, with the attackers fleeing before large numbers of opponents arrive. You can also use the forced move (hold down **tab**) to move gangsters into position without using aggression settings; this allows you to set up ambushes and move teams around during combat without them charging the opposition or fleeing.

Only use the cautious setting in combat when law enforcers are in the area and you don't want your gangsters to open fire or flee without checking for their presence.

Use of Explosives

Bombs inflict varying levels of damage according to the skill of the gangster using them. A gangster with five stars using a bomb can kill muscle and severely hurt gangsters, leaving them easy to eliminate.

You can use explosives in combat, although use great care; the bomb only travels a short distance, and the damage affects the location where the bomb explodes *and* the surrounding locations.

Game Difficulty Setting



The game's difficulty setting affects how much damage your enemies deal.

As a final note, the difficulty setting affects combat. On the easy setting, the damage to player-controlled characters is two-thirds the amount on the hard setting.

Damage at medium difficulty is five-sixths the damage at the hard setting.

Tips on Influence

Influencing key characters makes your job much easier. The following tips will help you make the most of your influence.

Remember that influence is the means by which gang leaders control key figures in the city. Only gangsters with the persuasion skill can influence characters. There are two types of influence: bribery and persuasion.

Bribery is influencing a character using money. The gang leader pays the influenced character a fixed amount of money every hour, effectively employing the character in the same manner as a gangster or business specialist.

Persuasion is when the gang leader influences the character without the need to pay money.



Effects of Influence

Different characters exhibit different traits when they are influenced:

Effects of Influence on Different Characters

Character	Typical Bribe Price	Effects
State Governor	\$1,000 /hour	The mayor, the police chief, and all police lieutenants automatically become persuaded.
Mayor	\$500 /hour	The police chief and all police lieutenants automatically become persuaded.
Police Chief	\$300 /hour	Gang members are not arrested in the police chief's district. Gang members left at police headquarters by the FBI are released. "Shoot to kill" orders are not obeyed. Warnings are given about FBI raids.
Police Lieutenant	\$200 /hour	Gang members are not arrested in the police lieutenant's district. Gang members left at the precinct by the FBI are released. "Shoot to kill" orders are not obeyed.
Judge	\$300 /hour	Gang members found guilty of a minor crime are released. If both the judge and DA are influenced, gang members guilty of major crimes are also released.
DA	\$300 hour	Gang members found guilty of a minor crime are released. If both the judge and DA are influenced, gang members guilty of major crimes are also released.
Prison Governor	\$200 /hour	Allows the gang leader to buy the freedom of imprisoned gang members.
Army Colonel	\$100 /hour	Army soldiers join in combat against enemy gangs.
Priest	\$100 /hour	The priest does not report illegal businesses to the FBI (this works only in missions in which the briefing makes it clear that priests will report illegal businesses.)

Dealing with Corruption



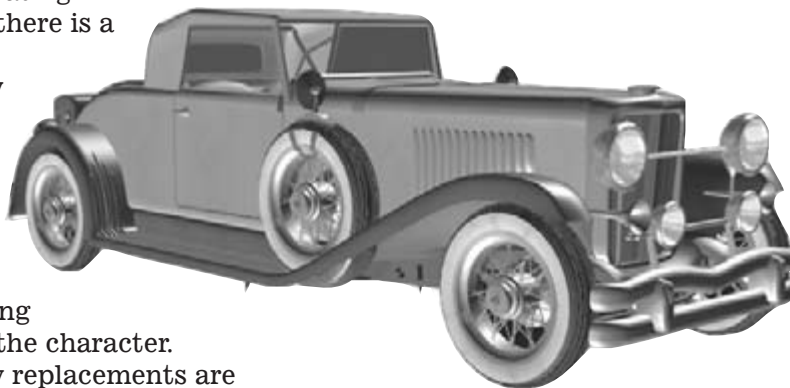
You may have to take a character off the payroll briefly to lower the character's level of corruption.

An influenced character's corruption rating increases every time they perform an action that benefits your gang. View the corruption rating for a character in the building window for their place of work.

If the corruption rating reaches a high level, there is a risk of the character being investigated by the FBI.

If the FBI decides to investigate a character, there is a chance their corruption will be uncovered, resulting in the FBI replacing the character. Persuasion or bribery replacements are hard to come by, so temporarily release the character from influence to keep the benefits that character brings.

To release an influenced character, click on the release button in the appropriate building window. The character ceases to perform any beneficial activities and also stops claiming any money. You can influence them again later, once their corruption rating has decreased, if you wish.



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Chapter 5

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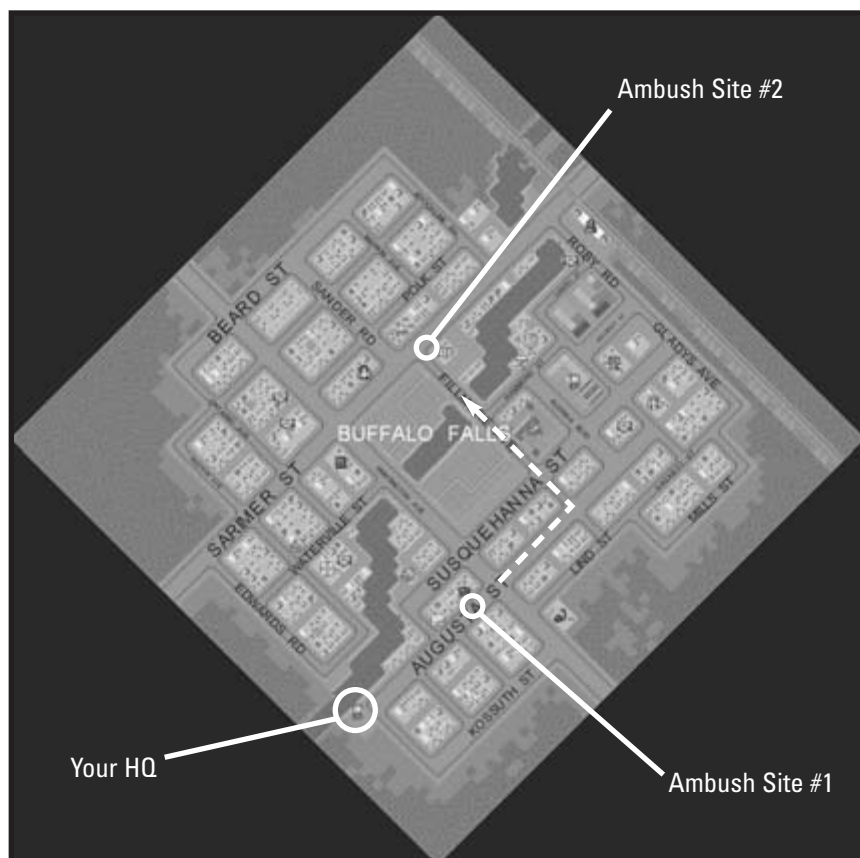
★ ★ ★ ★ ★



Act 1: Retribution—Walkthrough

This and the following chapters walk you through the single-player mode of *Gangsters 2*. These chapters help you get down to the nitty-gritty of setting up illegal businesses, whacking your foes, and beating Frankie Constantine at his own game. Before you get started, though, keep a few things in mind.

First and foremost, *Gangsters 2* takes place in a dynamic, ever-changing game world. This means we can't always be as precise as we'd like when we give you directions. For example, if we tell you to sit in your car at a particular spot and wait for a particular gangster to show up, the gangster will show up nearby at some point—but you may have to wait awhile or drive around a bit and do some searching.



Also, be aware that the game difficulty setting can affect your experiences. We assume you're playing on medium or hard difficulty. If you're playing on easy, these directions still work, but some of our suggestions may seem like overkill. Instead of always doing everything we tell you to do, you can often cut corners in easy mode.

Your best bet is first to read Chapters 1 through 4 thoroughly to acquire a good understanding of how the game works. Add the general information in those chapters to the mission-by-mission help in these chapters, and you have everything you need to beat the game.

Mission 1: The First Payback

This mission takes place in the small town of Buffalo Falls, where your goal is to take out the goons that killed your father. These aren't the guys who *ordered* his death, but rather the triggermen that carried it out. Killing them is just the first step in your quest for vengeance.

When the mission begins, the enemy gangsters have no idea you exist. They become aggressive the instant you attack one of them, so be extra careful.

Your specific goals are as follows:

♥ Kill Ward "Bullseye" Coley (Primary)

♠ Kill Garfield "Slugs" Bellows
(Secondary)

♣ Kill Boyd "Razor" Peterman
(Secondary)

The Book on Mission 1

- ☛ Starting Money: \$1,500
- ☛ Family Members: —
- ☛ Time: 2 Days
- ☛ Score: 5000 points for killing Coley; 1000 points for killing Bellows; 1000 points for killing Peterman; 3000 points for killing Coley before 0800 hours on the second day
- ☛ Experience Points: 2 points for killing Coley; 1 point for killing Bellows; 1 point for killing Peterman

This mission is designed to get your feet wet in *Gangsters 2*, so it's mainly about combat. You don't need to worry about setting up businesses, defending your territory, or attacking enemy territory. All you have to do is kill three specific gangsters to complete the mission. The only non-combat action you take in this mission is to buy a tenement building. Only one building is up for sale in the whole city, so there's no need to pick and choose. Buying the tenement gives you control of a recruitment site (the building with the handshake icon). This, in turn, allows you to hire the muscle that allows you to complete the mission.

★★★ HOT TIPS ★★★

- ♥ Spend a large amount of time in the over-head view where you can easily see what's going on.
- ♠ Hold down **[shift]** and click on various people whom you suspect are enemy gangsters. Remember the names of the three guys you're looking for so you know who to go after.
- ♦ Learn the art of the drive-by shooting. Attacking from your car is much safer than attacking on foot.
- ♣ Avoid pointless fights with the police and enemy muscle who are standing around guarding buildings. Attack your three targets when they're relatively unguarded.

Walkthrough



TIP: Your game manual walks you through these first few missions. We recommend reading the walkthrough in the manual in addition to this one. The walkthrough in the manual is more concerned with making sure you understand the game interface, whereas this walkthrough is more concerned about the actual strategy you'll use to win.

When the mission starts, immediately zoom out to the overhead view. Note that only one building in town has the silver cash register icon, which means you can buy it. **[shift]**-click on this building to bring up its Building Window, then buy the site.



Buy the tenement building.

After a moment, the building and its surrounding block turn green on the overhead view. Green is your color—you now own this block. Notice that a recruitment site (the handshake icon) is included in your new territory. Now you can recruit muscle. Immediately recruit the two available to Joey Bane, and wait as they run to meet up with him.



Gather your muscle near the car.



This message lets you know your targets will soon be out and about in the city.

Around the time the muscle reaches Joey, your Advisor button starts flashing. The Advisor tells you your enemies will soon visit various illegal businesses around the city.

As soon as the muscle arrives, have both Joey and Landucci get in the car parked outside your office. Now there are four men in the car: Joey, Landucci, and the hired muscle.

Send the car to the vicinity on your map marked "Ambush Site." Park it there, and while in the overhead view, hover the mouse cursor over nearby citizens, holding down **shift** so you can see their names. Keep a sharp lookout for enemy gangsters.



TIP: More muscle shows up at your recruitment site sometime early in the mission. Keep trying to add more muscle to Joey Bane; when the new guy shows up, he'll be added.

Remember that your new muscle has to walk all the way from the recruitment site to Joey, just like the first two. Don't forget about him and let him get stranded.

After a while, Boyd "Razor" Peterman walks right past the spot where you're parked. You can either stay in the car and do a drive-by, or get out and gun him down. The drive-by is best.



Attack Razor when he approaches.



TIP: A red crosshair appears over Razor when he gets close. This lets you know he's one of your main targets.

Immediately drive north along the route shown on your map. If you're lucky, you meet Garfield "Slugs" Bellows along the way, with or without a few muscle. Gun him down.

If you don't see him on the way, park at the spot labeled "Ambush Site 2," and watch for him, again using the overhead view. Sooner or later he shows up in the vicinity. Try to take him out before he gets to the brothel, which has extra muscle guarding it.



TIP: Avoid large clusters of police and the large groups of enemy gangsters guarding Coley's establishments. Never start a fight close to these groups.



Avoid a concentration of enemy muscle, such as these goons guarding Coley's office.

A couple of stray police or enemy gangsters are acceptable; just gun them down, then concentrate on your target. Be sure to get out of the area fast if you kill the police, because more appear quickly.

When both Razor and Slugs are gone, you only have to deal with Bullseye Coley. Drive back to the original Ambush Site and park. Wait for Coley and watch the map.

You may have to wait awhile. Be patient! You soon get another message from your Advisor telling you that Coley is once again out on his rounds. This is when you have to be the most alert! You'll soon spot Coley driving around town in his yellow car.



The car-to-car duel works if you have at least two muscle in your car, along with Joey and Landucci.

Attack the yellow car with your own gangster-filled car. Be sure to attack at a spot far from large groups of police and enemy gangsters. The two vehicles circle as they slug it out. Because your car is packed with muscle, you win and the mission is a success.

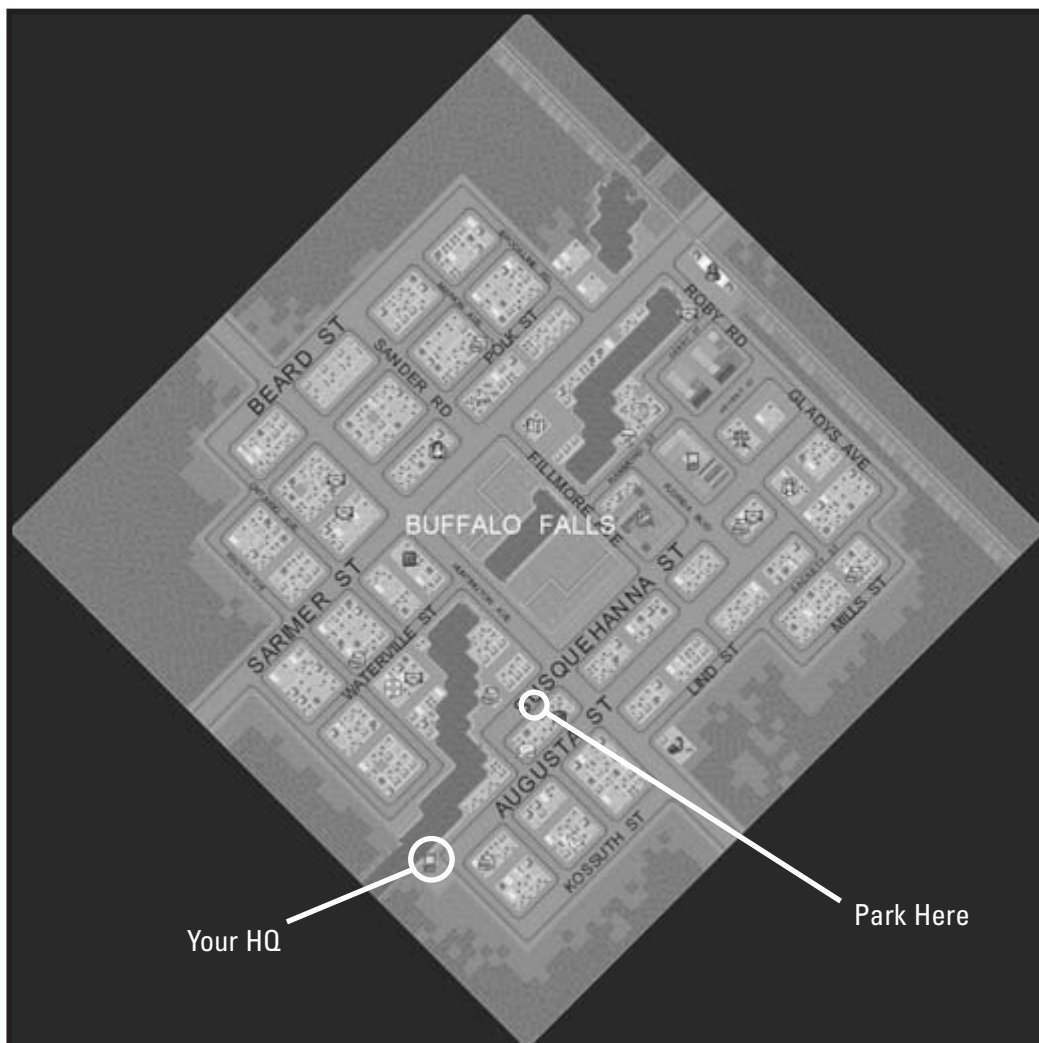
Wrap-Up

Recruit Giacomo Landucci into your family. Assign bonus points to Joey Bane's Attack rating, which helps make him a great fighter.

Mission 2: Under Fire

“Stretch” McDowd has moved into the area and taken over Bullseye Coley’s old territory. You don’t have the resources to go after Stretch yet. Instead, destroy all four bomber teams that he sends out to kill you.

Abe Caldbeck arrives after six hours and joins your team. He’s a bomber himself, and quite valuable, though you do not need his services for this particular mission.



Your goals, in summary, are as follows:

- ♥ **Kill the four bomber teams (four parts) (Primary)**
- ♠ **Keep Abe Caldbeck alive (Secondary)**

The Book on Mission 2

- ☛ **Starting Money:** \$2,500
- ☛ **Family Members:** 1
- ☛ **Time:** 3 Days
- ☛ **Score:** 5000 points for killing the bomber teams; 2000 points if Caldbeck survives; 1000 points for killing Boyd
- ☛ **Razor' Peterman;** 3000 points for killing the bomber teams before 0700 hours on the second day
- ☛ **Experience Points:** 2 points for killing the bomber teams; 1 point if Caldbeck survives

This mission is much like the last one. Don't spend much time worrying about businesses; instead, hop in your car, and prepare to do some drive-by shootings.

You can keep Abe alive easily because you don't need him to do anything in this mission. He arrives after six hours; just send him to your office and leave him there.

*** HOT TIPS ***

♥ RJoey Bane is equipped with shotguns in this mission, while Landucci is stuck with pistols. Use Joey to do all the work.

♠ If you follow our strategy, you kill all four bombers in the same general area, *but they aren't together*, which makes it easier to kill them.

♦ Never leave your car while you fight the bombers. That leaves you vulnerable to bombs and gunfire.

Walkthrough

As the mission starts, several enemy gangsters are driving and/or walking around the city. Click on them to see who they are. These are *not* bombers, so they aren't essential to your mission.



TIP: Another nearby building is up for sale. Buy it now so you'll have it for the next mission.

After assessing the situation, pack Joey and his muscle into the car. If he doesn't have the full complement of muscle, add Landucci to the car as well.

Send the car to park at the spot labeled "Park Here." Watch the overhead view. If enemy gangsters show up, they will try to damage your businesses. Intercept them with your car, gun them down, then return to your parking spot.



Prepare for a long wait at the parking spot.



If you need to destroy enemies while they're in their cars, do it—but it's better to wait until they get out.

Shortly after the mission starts, Abe Caldbeck shows up. Either leave him in your office, or if you don't have five guys in the car, add him to the car to maximize your firepower.

At this point you wait. Have some coffee and doughnuts. Clip your toenails. Whatever. You could drive around and hope to find the bombers, but they're not all present right away—and when they *do* show up, they eventually come to you.



TIP: Only kill non-bomber enemies if they actually enter your territory. Otherwise, keep a low profile in your car.

Whenever you see a bomber (easily identifiable by either a red crosshair on the overhead map or the bomb icon if you click on his portrait), wait as he approaches your territory. He's likely to head for one of your businesses. When his car gets close, immediately drive toward him and kill him in a drive-by. The bombers are protected by one or two muscle each—it's nothing you can't handle.



If you're too slow, the bombers damage one of your businesses.

When one bomber is killed, return to your parking spot and continue to wait. Repeat this pattern until all four bombers are eliminated. This may take awhile, but eventually they all show up.



When you kill the last of the four bombers, the mission is a success.

Wrap-Up

Recruit Abe Caldbeck into your family. He's a skilled bomber, and those are scarce in the game's early stages. You now have both Landucci and Caldbeck in the fold.

Assign bonus points to Landucci's or Caldbeck's Attack rating. You want both to be capable fighters.

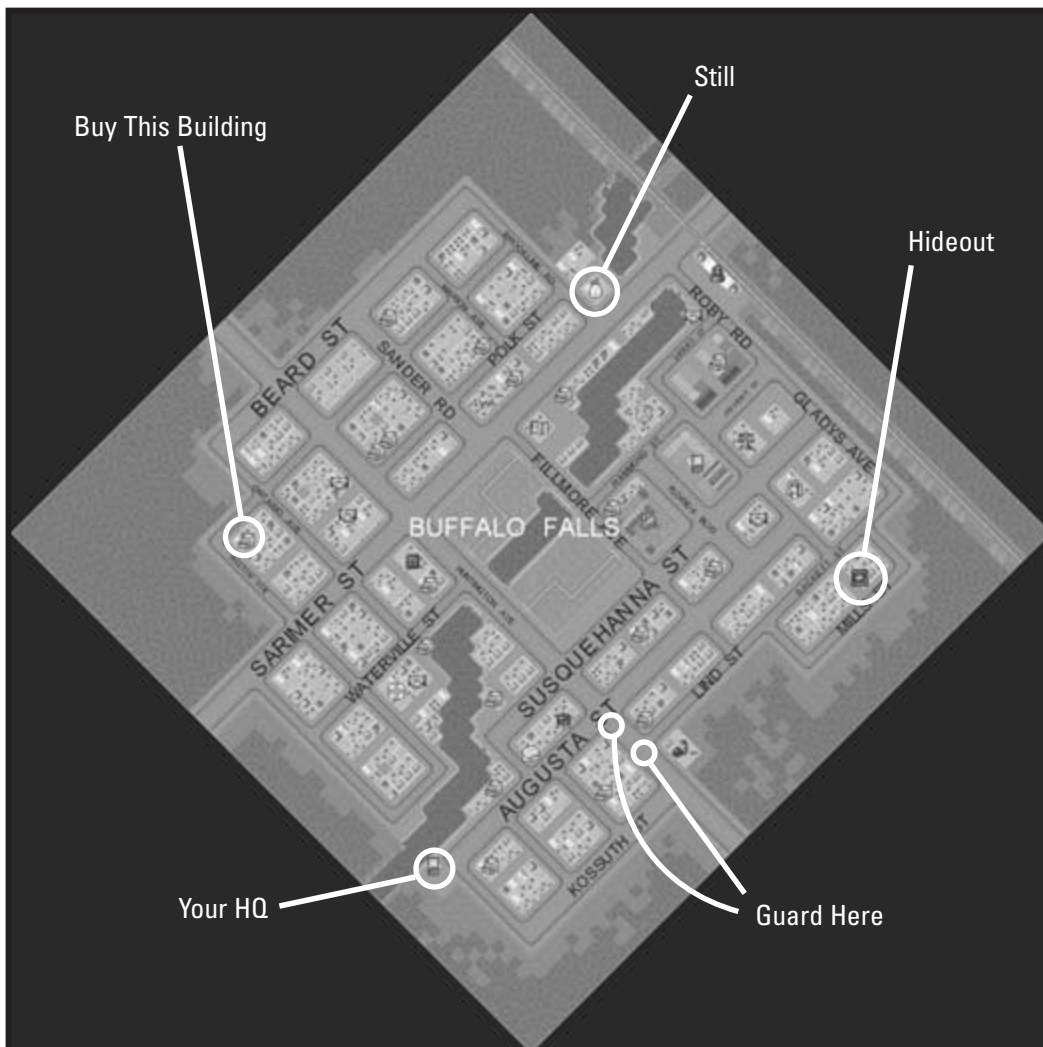
Take both Landucci and Caldbeck along for the next mission.



Mission 3: Building Power

In this mission, your task is to take over a moonshine still owned by Alec “Stretch” McDowd, then get the still up and running again before taking out Stretch himself.

This mission allows you to do more than the previous two, including purchasing multiple businesses, attacking McDowd’s businesses, and setting up an illegal business within a legal business. Sounds like fun, huh?



Your specific goals are as follows:

- ♥ **Get a shipment of liquor out of Buffalo Falls (Primary)**
- ♠ **Kill Alec "Stretch" McDowd (Secondary)**

The Book on Mission 3

- ☛ **Starting Money:** \$2,500
- ☛ **Family Members:** 2
- ☛ **Time:** 3 Days
- ☛ **Score:** 5000 points for running the shipment; 2000 points for killing McDowd; 3000 points for killing McDowd before 0700 hours on the second day; -1000 points every time the still is recaptured by McDowd
- ☛ **Experience Points:** 3 for running the shipment; 1 for killing McDowd

Instead of just driving around and shooting in this mission, you have to expand your territory and set up a business. The main trick is surviving the game's early stages and defending your territory. If you can keep the enemy from wrecking your businesses, you'll do fine.

After defending your businesses, taking over the actual still is relatively easy. We outline the whole process in the walkthrough.

★ ★ ★ HOT TIPS ★ ★ ★

- ♥ Refer to the map for the optimal places to put your gangsters.
- ♠ Only buy businesses south of the river. These are packed tightly together and are easily defensible.
- ♦ McDowd retreats to his hideout when you attack the liquor still.
- ♣ Pause the game frequently to look at the overhead map. This lets you see attacks well in advance and move your gangsters into position to intercept them.

Walkthrough

Several buildings are up for sale as the mission starts. Immediately purchase the northwestern business—the one with territory encompassing two recruitment sites.



TIP: You want this business first because it controls *two* recruitment sites, from which you can grab additional muscle.

After you own the new business, make sure Joey Bane has three muscle. Then put him in the car and order him to drive toward the still. Have him loop north, then east so he avoids enemy gangsters along the way.



Grab the northwestern business right away. This helps you recruit muscle.

Have the remaining muscle guard the building you just bought. Meanwhile, make sure Caldbeck and Landucci each have at least one muscle apiece. Have them move to the spots marked "Guard Here."



Caldbeck and Landucci are in charge of guarding the perimeter of your territory.

Set Landucci and Caldbeck to high aggression, and watch them constantly. When enemy gangsters start to appear, move Landucci and Caldbeck to intercept them ahead of time. Don't let the enemy get into your territory, or they'll damage your buildings.

While keeping an eye on Landucci and Caldbeck, have Joey do a drive-by on the goons in front of the still. When he's killed all the gangsters in the area, he can claim the still. Immediately repair it, then have Joey stand outside (set to high aggression) to guard it.



Rub out the goons outside.



TIP: When you claim the still, McDowd exits his office, enters a car, and drives to his hideout (marked on the map). If you want to kill him later, you have to ferret him out of the hideout.

After the still is repaired, click on it and select "Set Up Illegal."

Go to the newspaper and hire Bert Moreau. After he's hired, click on the still, and select the "Relocate" option to have him assume control. On the map, Moreau appears outside your office and starts running toward the still.



Put Moreau in charge of the still.



TIP: You shouldn't relocate Moreau until the map is relatively free of enemies. If many enemy gangsters are running about, they might intercept and kill Moreau. If things are hectic, wait until they calm down.

Killing McDowd

If you're inclined to complete your secondary objective (killing McDowd), here's what you do: First, take the muscle guarding the building you bought at the mission's start, and assign it all to Caldbeck. Then sell the building.

When Caldbeck has the muscle, wait until the map is fairly clear of enemies, and send him up to McDowd's hideout. Have him bomb the hideout twice, which kills most of the gangsters inside. Then, have him attack the hideout. After the bombings, he has no trouble killing McDowd.

After McDowd is dead, send Caldbeck back to your territory for defense.



Bomb the hideout twice before attacking it.

At this point your main job is maintaining your defenses. Continue intercepting and killing enemy gangsters that approach your territory. If they manage to damage any of your non essential buildings, just sell those buildings. Now you have some extra cash and less territory to defend. (Of course, you mustn't sell your office or the still.)



Guard the still until a truck carrying liquor drives away.

When Moreau reaches the still, he starts producing liquor. If you simply continue to defend the still, a shipment of liquor is produced and eventually shipped away. (Shipments happen either at 0800 or 2000.) You win the mission when the shipment gets away. Producing the liquor takes time, but it's not hard to wait because you can concentrate on defense.

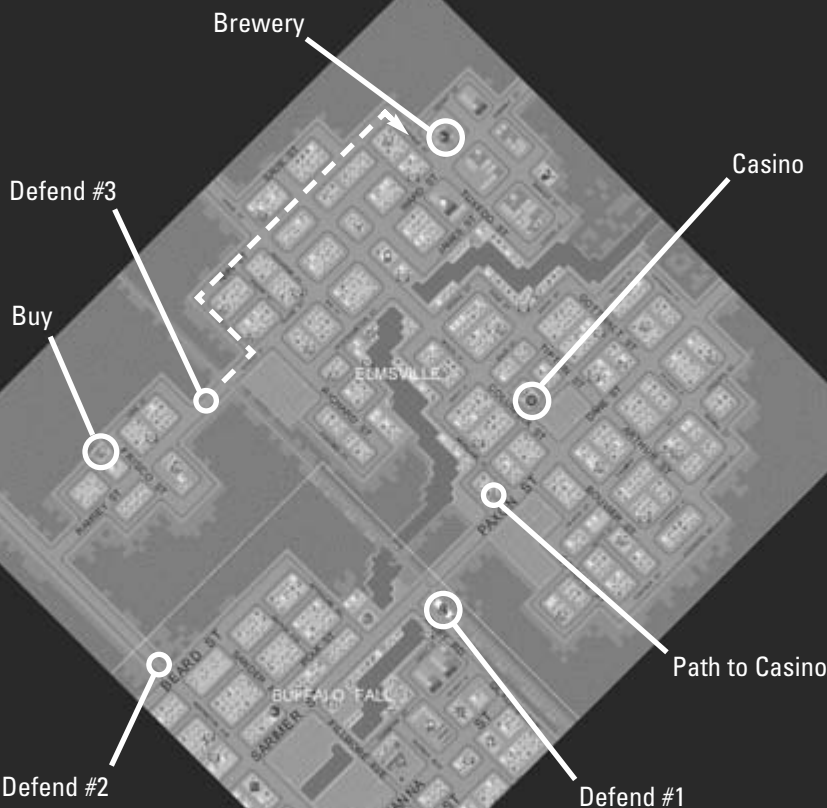
Wrap-Up

This mission was harder than the others because it forced you to intercept many attackers. If you failed, try again, pausing the game frequently and keeping your defenders in the right positions. Also, if an unnecessary building gets damaged, you should just sell it. This is a short mission, so you don't need long-term revenue.

Take everyone in your family along to the next mission. Assign bonus points to Caldbeck, making him a better fighter and bomber.



You have a few days to kill Clarke Hamilton, who is the next link in the chain of command that you're seeking to destroy. This is your only primary objective, although you have several secondary objectives.



Your goals are as follows:

- ♥ **Kill Clarke "Steamboat" Hamilton (Primary)**
- ♠ **Set up a Brewery in Buffalo Falls (Secondary)**
- ♣ **Open a Speakeasy in Buffalo Falls (Secondary)**
- ♦ **Open a Gambling Den in Elmsville (Secondary)**
- ♥ **Destroy the Enemy Liquor Cycle (Secondary)**

The Book on Mission 4

- ☛ **Starting Money:** \$3,000
- ☛ **Family Members:** 3
- ☛ **Time:** 3 Days
- ☛ **Score:** 5000 points for killing Hamilton; 500 points for setting up the brewery in Buffalo Falls; 500 points for opening the speakeasy in Buffalo Falls; 500 points for opening the gambling den in Elmsville; 500 points for destroying Hamilton's liquor cycle; 3000 points for killing Hamilton before 0700 hours on the second day
- ☛ **Experience Points:** 2 points for killing Hamilton; 1 point for disrupting the liquor cycle

The map for this mission is divided. In the south is a chunk of Buffalo Falls, the town you took over in Mission 3. To the north lies Elmsville. There's also a small, neutral village to the northwest.

The nice thing about this mission is that your territory is easily defended. An aggressive gangster at each of the two roads entering Buffalo Falls keeps your area safe.

You can hide safely in your territory for a day or so, generating cash from your illegal businesses. Then strike when you're good and ready.

★ ★ ★ H O T T I P S ★ ★ ★

- ♥ The gangsters defending Buffalo Falls should be set to high aggression.
- ♠ Buy weapons and cars in this mission. Use the business contact at your office.
- ♦ Immediately set up a still, brewery, and speakeasy as the mission starts. This optimizes your cash flow.
- ♣ Don't pay for more muscle than you need to defend your territory. Only hire more when you decide to go on the attack.

Walkthrough

As the mission starts, you've got control of Buffalo Falls. First, click on your office, visit the business contact, and buy Joey some tommy guns. Next, give him three or four muscle, and send him to the spot labeled "Defend #1" on the map, setting him to high aggression so he kills incoming foes automatically.

Set a second gangster to high aggression as well, give him two muscle, and send him to "Defend #2." He'll defend the other entrance. Have your third gangster wait in the office.



A gangster at each of the two roads entering Buffalo Falls adequately protects your turf.

Click on your brewery, still, and speakeasy in turn (the beer barrel, gin bottle, and highball glass icons). Create illegal businesses in the ones that aren't yet set up. Now go to the newspaper and hire the available specialists.

Assign the specialists to their respective businesses—for example, relocate the bar manager to the speakeasy and the brewer to the brewery.



Assign managers to your illegal businesses.

At this point, all three of your illegal businesses are in gear, and you're low on cash. Sit back and wait as the profits pour in. During this time, enemy gangsters attack, mainly at the spot labeled "Defend #1." Your gangsters repel the attacks.



TIP: If your gangster only has three muscle and one of them is hurt, hire a fourth, then click on the injured muscle to dismiss him. Your gangster now has three muscle again, and they're all healthy.

Keep repeating this trick whenever one of the muscle gets injured, and ensure that the gangster always has three healthy muscle.

When you've built up \$2,000, arm your third gangster (the one doing nothing) with shotguns. Give him a full complement of four muscle, put him in the car, and drive him to the spot labeled "Defend #3." Have the gangster who was guarding "Defend #2" follow him. You no longer need anyone at the second spot after you've secured the third spot.



Your third gangster should arm himself with shotguns or better.

Purchase the business near "Defend #3" that controls a recruitment site.

Now select the gangster with the car, the four muscle, and the shotguns. Send him north along the path drawn on the map to the enemy brewery. Have him kill everyone guarding the brewery in a drive-by, then have him kill any other gangsters in the immediate area.

When the coast is clear, get the gangster out of the car and attack the brewery. Don't bother claiming it, though. This disrupts enemy liquor production and completes a secondary objective.



Mow down the thugs guarding the brewery.

At this point, the enemy leader, Clarke Hamilton, starts driving around his territory in a car. If your car full of gangsters is still in relatively good shape (that is, if all four muscle are still alive), have your car attack Hamilton's car in a spot far away from other enemy gangsters. You win the battle and the mission.

If you want to complete the final secondary objective (open a gambling den) first, get fresh muscle in the car, and drive it to the casino marked on the map. Kill everyone outside in a drive-by, and also kill enemies at the spot marked "Path to Casino."



TIP: If you don't kill the enemies at the "Path to Casino" spot, they kill anyone going back and forth between your office and the casino including the casino manager you're about to recruit.



Kill everyone outside the casino, then take it over.

When it's clear, attack and claim the casino. Repair it, set up an illegal business inside, and hire a gambling manager from the newspaper. Relocate him to the casino. Click on the casino, and hire four muscle to guard it as well.

At this point you've completed all of your secondary objectives. Get fresh muscle into your car (if the old muscle is seriously hurt), and look for Hamilton's car. Intercept it with your car, and initiate a gun battle. When you win the battle, you win the mission.

Wrap-Up

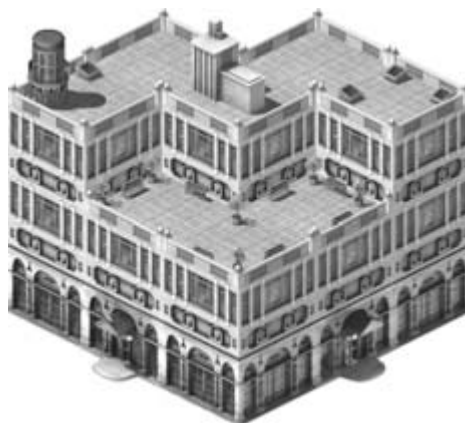
To complete the mission, stick with the plan and remain patient. Replace injured muscle frequently, especially before sending your gangsters out to raid enemy territory.



Hamilton is cruising around town. Initiate a car-to-car duel.

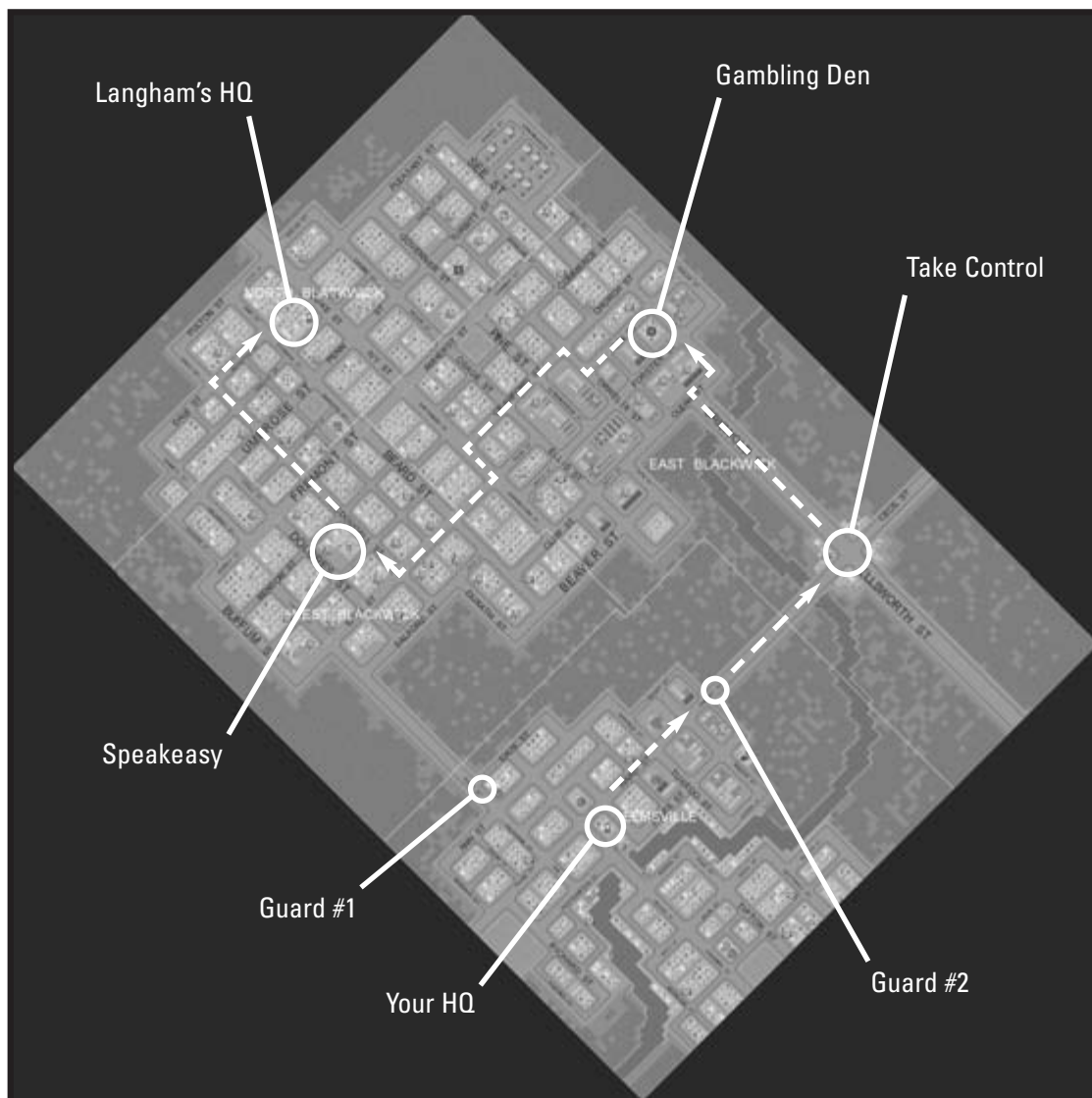
Also, the biggest attack on your territory comes at the start of the mission. After that, your defending gangsters don't need to have much muscle (only two apiece) to hold your territory.

When you have finished the mission, grab your business managers and put them in your family. Use your bonus points to improve Caldbeck's bombing skill.



Mission 5: Cain Langham

Your goal in this mission is to kill Cain Langham. You can easily achieve this by taking over most of the city by capturing Langham's two primary illegal businesses: a gambling den in the industrial quarter and a speakeasy in the commercial quarter.



Your goals are as follows:

- ♥ **Kill Cain "Stoneface" Langham (Primary)**
- ♠ **Take control of the Commercial Quarter (Secondary)**
- ♣ **Take control of the Industrial Quarter (Secondary)**

The Book on Mission 5

- ☛ **Starting Money:** \$4,000
- ☛ **Time:** 4 Days
- ☛ **Score:** 5000 points for killing Langham; 2000 points for taking the commercial quarter; 2000 points for taking the industrial quarter
- ☛ **Experience Points:** 2 for killing Langham; 1 for taking the commercial quarter; 1 for taking the industrial quarter
- ☛ **Extras:** You gain two free gangsters, Jude Nicholson and Verne Tompkins, during this mission

Once again your territory is somewhat insulated from the enemy; only two roads lead into it. Guarding both entrances is crucial to success. Also, because the enemy uses cars to attack more than in previous missions, you need extra muscle patrolling the interior of your territory to catch any foes that get through the first line of defense.

The casino in the northeast and the speakeasy in the southwest are the two linchpins in the city. Capture these buildings to take control of large portions of the city.

★ ★ ★ H O T T I P S ★ ★ ★

- ♥ Once again there are two main entrances to your territory. Defend both of them.
- ♠ Hire muscle to guard your brewery and still. These are the most tempting targets for the enemy.
- ♦ If you can survive a brutal initial rush, things quiet down a great deal. Don't go on the offensive until all is quiet.
- ♣ Concentrate on the two main targets: the gambling den and the speakeasy. Nothing else matters that much.
- ♥ When you finally assault Langham's office, be sure you have considerable force. Langham makes a break for it, and you don't want to lose him.



Walkthrough

As the mission starts, you control Elmsville and Langham controls all of Blackwick.

Equip two gangsters with tommy guns and shotguns, and give them three or four muscle apiece. Send one to guard the spot labeled “Guard #1” and the other to guard the spot labeled “Guard #2.” Set both to high aggression.



Send gangsters to guard the roads leading to Elmsville.



TIP: Pause the game frequently during these early stages. It helps you get things in place before the main assault hits.

You possess a number of illegal businesses, but they don't have managers yet. Look in the newspaper, and hire managers for all your illegal businesses. Immediately relocate the managers to the businesses so they can begin raking in the profits.

Have a couple of muscle guard your still and brewery. (Do this by opening the individual Building Windows and adding muscle.)

Finally, have a third gangster remain near the middle of your territory. His job is to intercept enemy gangsters that get through your perimeter defenses.

Now sit back and let the enemy attack. Most of them are in cars, but try not to attack the cars. Instead, have your gangsters shadow the cars on foot and attack the enemies as they get out. It's essential to catch the enemy before they wreck your businesses.

For a few minutes, the action is frantic. Remember to pause the game frequently so you can adjust your gangsters' paths and react to newcomers.

Eventually, the attacks subside. When this happens, have the gangster from “Guard #2” steal one of the bulletproof cars the enemy attacked with. (The cars are parked in your territory now, with nobody around them.) Have the gangster drive northeast to the spot labeled “Take Control.” Kill all of the enemies there, and take control of the business.

When the business is yours, hire several muscle to guard it. Then, send the gangster in the bulletproof car northwest toward the gambling den that's your primary target.

The gangster in the bulletproof car should not immediately attack the den. Instead, he should cruise around the nearby streets and pick off enemy gangsters and muscle in small groups. This is better than attacking the den directly, which causes all the nearby gangsters to converge and attack at once.



Pick off gangsters around the gambling den before making your strike.

When the area around the den is largely free of gangsters, kill the muscle patrolling the outside, then take control of it. (If your muscle is depleted, get new muscle before the final attack.)

When you damage the den, Langham loses control of about half the city. When you claim it and repair it, you take control of that portion of the city. You also get an additional gangster: "Toothpick" Tompkins.



Take control of the gambling den, and a piece of the city automatically defects to you.

Reinforce the gambling den with muscle, but don't worry about establishing a new illegal business there.

As with the gambling den, have your gangster cruise in an bulletproof car to attack the speakeasy. As with the gambling den, have your gangster cruise around the speakeasy and pick off small groups of enemies before attacking the speakeasy itself. When all of the opposition is gone, take control of the speakeasy. You're awarded another chunk of the city and another gangster: Jude Nicholson.





Grab the speakeasy to assume control of another piece of the city.

Put another gangster into a bulletproof car, and send him to the speakeasy. You should now have two bulletproof cars filled with gangsters and muscle parked near the speakeasy. Make sure that all the muscle is healthy and that both gangsters have good weapons (that is, tommy guns and shotguns).

Send both cars toward the spot on the map labeled "Langham's HQ." But just as you did with the gambling den and speakeasy, don't attack it directly. Cruise around the side streets, and gun down small groups of gangsters, muscle, and any police that try to interfere. Avoid confrontations with enemy gangsters in cars; allow them to park before attacking.

Pay close attention to the Advisor button while you fight. Eventually, it starts flashing and you get a warning that Langham is trying to escape. Langham walks out of his office surrounded by some muscle. Send your bulletproof cars over and kill him in a drive-by shooting. You've completed the mission!



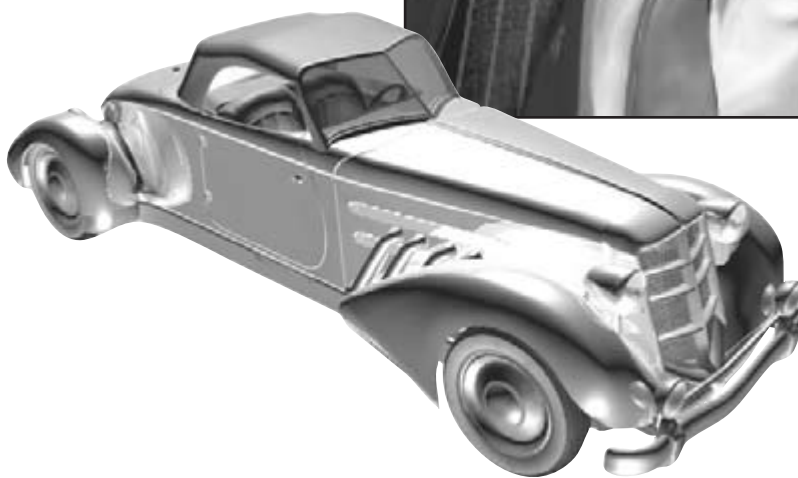
Gun down Langham to complete the mission.



Wrap-Up

Take Jude Nicholson into your family—he's a good fighter. Also take along any particularly good business specialists—specifically, those who have at least three stars in their special areas (brewing, distilling, and so forth).

Assign skill points as you see fit. Once you have at least four gangsters that are great at fighting, you want to beef up Caldbeck's bombing skill, and improve the skills of some of your business managers.



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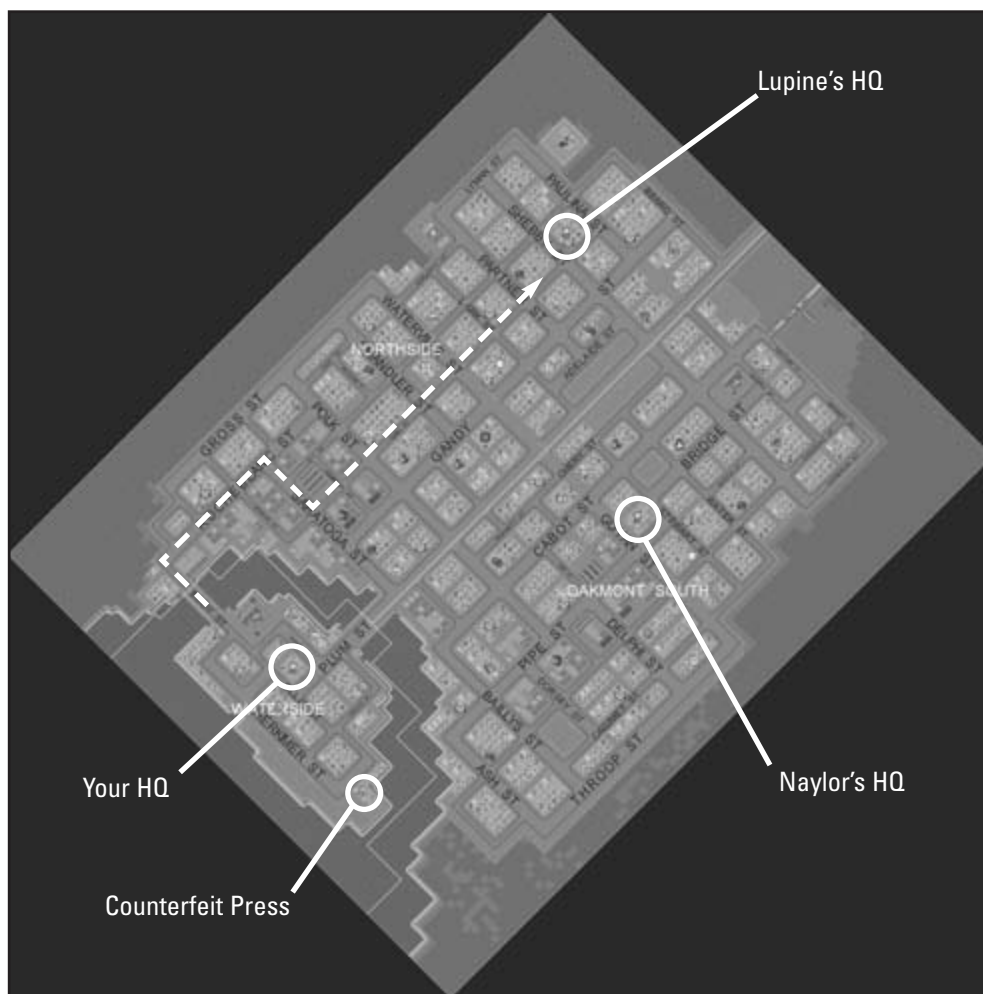




Act 2: Into the Mob-Walkthrough

These next few missions considerably turn up the heat. The size of the towns and cities increases and so do the number of gangsters you manage and fight against. You will also find that some missions feature multiple options, allowing you to win in more than one way.

If you have trouble with these missions, refer back to Chapters 1 through 4 for general strategy tips to help you refine your play.



Mission 6: Divided Loyalties

In this mission, your task is to get two wayward mob bosses to bow to your power. You can accomplish this in two ways: The most straightforward method is to kill the bosses outright. Optionally, however, you can slowly take control of their territory until they submit.

The southern boss, Alfred Naylor, is the stronger of the two bosses.

Once again you start out with a fairly well-protected base. This allows you the luxury of concentrating on offense.

You must accomplish the following:

- ♥ **Make Alfred Naylor and Francois Lupine work for you—or kill them. (Primary)**
- ♠ **Open the Counterfeit Press and keep it running. (Secondary)**



The Book on Mission 6

- ☛ **Starting Money:** \$4,000
- ☛ **Family Members:** 3
- ☛ **Time:** 4 Days
- ☛ **Score:** 5000 points for defeating Naylor and Lupine; 2000 points for maintaining the counterfeit press; 3000 points for defeating Naylor and Lupine before 1200 hours on the second day
- ☛ **Experience Points:** 4 for defeating Naylor and Lupine

Control both bosses instead of killing them. This takes longer than killing the bosses, but it's easier because you don't have to stage a complex, dangerous gunfight at the bosses' offices.

If you want to win by killing the bosses, you still have to claim a fair amount of Lupine's territory first. Only then will you have the resources to take on the bosses directly.

*** HOT TIPS ***

- ♥ When you start taking territory, do it quickly. Hit one business, then move along. If you're fast, you can grab big chunks of the city and then consolidate later.
- ♠ Unlike previous missions, this one doesn't feature much of an early-mission rush. Only later, when you've grabbed considerable territory, is defense a real problem.
- ♦ If one of your businesses gets damaged, sell it. There's more than enough territory, and you don't need all that money.

Walkthrough

When the mission starts, hire a specialist from the newspaper to take over the counterfeit press. Relocate him to start rolling in money.

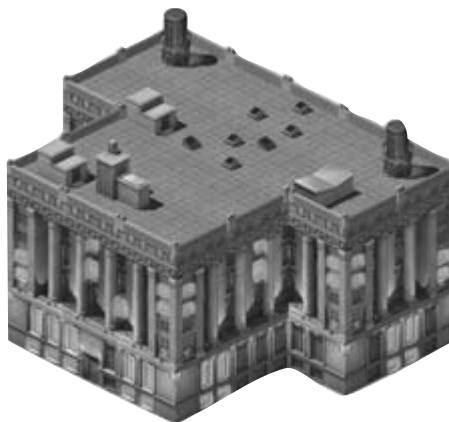


Hire a plate engraver to get the counterfeit press rolling.

Give Joey good weapons and full muscle (if he doesn't already have them), and start him along the path drawn on the map. He should methodically capture Lupine's businesses (the blue ones) as he slowly makes his way along. As usual, kill any muscle outside the businesses in a drive-by shooting, and then have Joey get out, kill the building's current occupants, and claim the building for your side.



Kill muscle in drive-by shootings.



Keep repeating this formula, having Joey work his way northeast as he captures buildings. If he loses any muscle, replace them immediately.



Claim sites to build your power base.

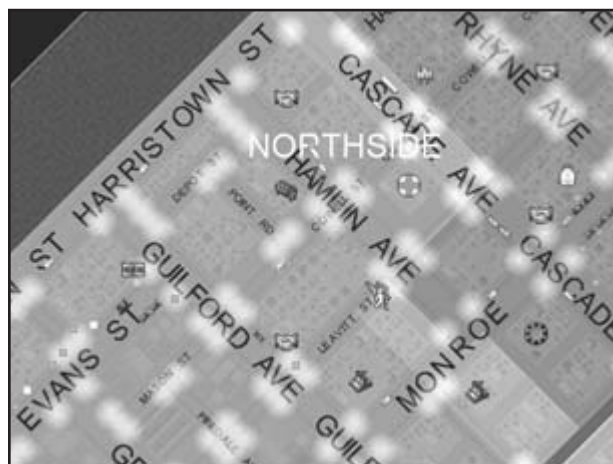


Don't bother setting up illegal businesses in the newly captured structures. The counterfeit press and all of the legal businesses you've captured will provide you with more than enough cash. You receive more money with every business you capture.

When you've amassed at least \$5,000, buy Joey a bulletproof car, and have him drive that instead of his original car.

As you work your way toward Lupine's office, you receive more money with every business capture. When you can afford it, equip a second gangster with muscle and a bulletproof car, then have him drive out to help Joey take over businesses.

You shouldn't have much trouble with attacks on your businesses at this stage of the game. If you do, send your second gangster to deal with the threat, or hire muscle to guard specific trouble spots.



Your territory grows as Lupine's shrinks.



Eventually, the Advisor tells you Lupine has surrendered.

Eventually, you are very close to Lupine's office. Don't attack it—just grab all of the nearby territory. Lupine surrenders and joins your cause when he's got very little territory left. Now you don't have to worry about Lupine's forces (the blue gangsters) anymore.

At this point you need to turn your attention to Naylor's territory, which shows up as yellow on the overhead view.

Place a couple of well-armed, high-aggression gangsters near the perimeter separating your territory from Naylor's. If attacks come, they tend to be along the southern edge of that perimeter, so you should concentrate your forces there. If Naylor's forces manage to break through and damage a business, repair it. You've got abundant amounts of cash at this point.

Now put a well-armed gangster with full muscle in a bulletproof car. Have him cruise through Naylor's territory, killing guards. When most of the enemy gang-

sters and muscle are cleared from an area, have your gangster attack and claim businesses.



Continue the pattern of cruising in a bulletproof car and gunning down enemy muscle.



TIP: You have so much cash flowing in now that Naylor's businesses are unnecessary. You're just taking them on general principle.

As before, methodically take all of Naylor's territory except his office. Remember, if you kill most of the gangsters and muscle in the area before claiming a business, you'll have few problems with attacks.

Naylor surrenders when almost all his territory is gone. You win!

Killing the Bosses

If you want to try the “direct assault” route instead, follow these instructions.

Grab half of Lupine’s (blue) territory before attacking his office. Attack with two gangsters in bulletproof cars. When the muscle outside the office is dead, bring in a bomber. Throw a bomb at the office, and have the bomber immediately flee.

The bomb brings Naylor and company out of the office. Use the gangsters in the bulletproof cars to cut them down.

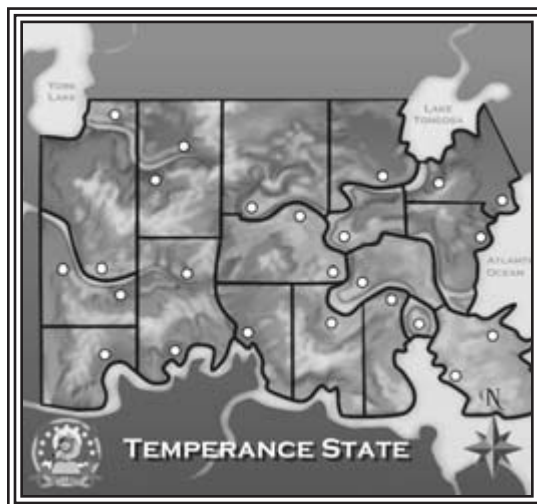
Now turn your attention to Lupine. Damage or claim some of his businesses to weaken him financially, then bring in two gangsters in bulletproof cars to kill the muscle outside his office. You *could* bomb the place now, but you’re likely to lose the bomber to the hordes of gangsters that spill outside when the bomb explodes. It’s better to hire a not-so-talented gangster from the newspaper, and have him directly attack the office. He is cut to ribbons, but who cares? Meanwhile, your gangsters in bulletproof cars can deal with Naylor and company.



Mass your gangsters together for an attack on Naylor’s office.

Wrap-Up

By now you should have several gangsters with great combat skills. Work on Caldbeck’s bombing skills some more, or improve the business skills of some of your business specialists.



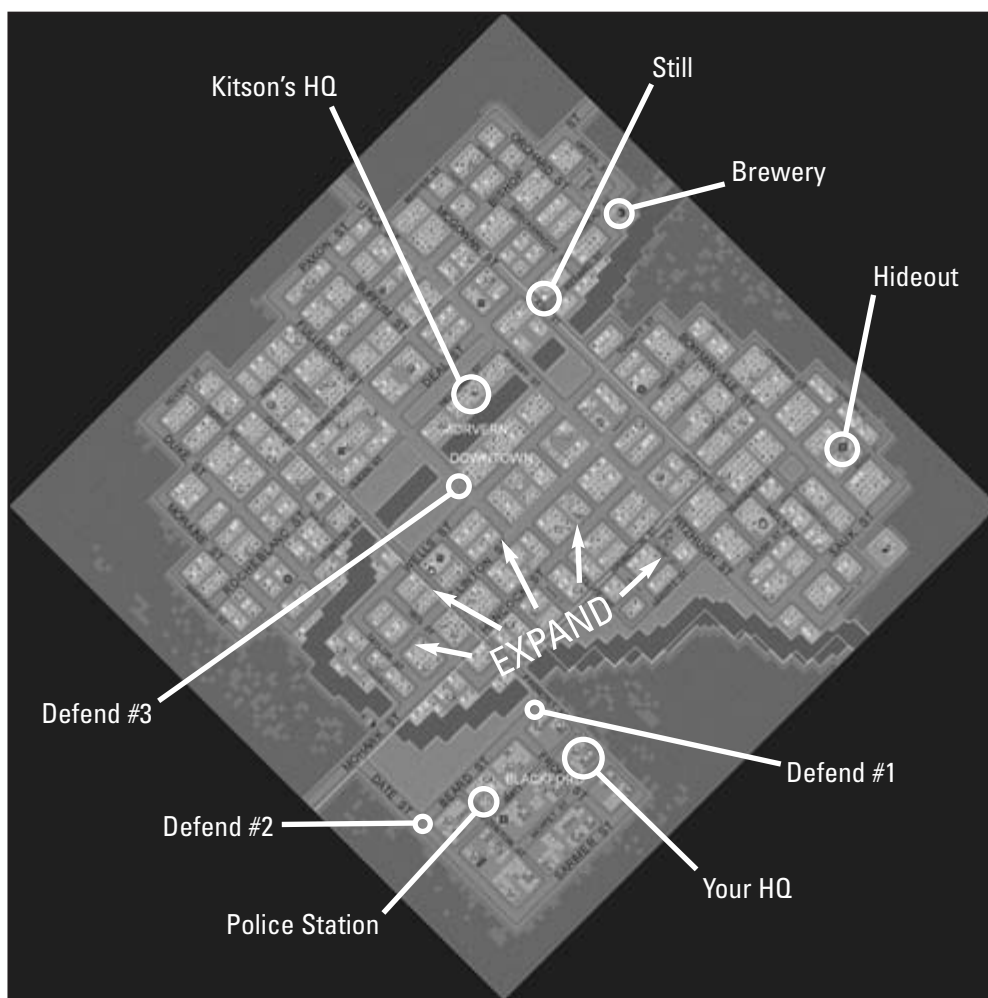


Mission 7: Hollington's Linchpin

You have two jobs in this mission. First, rescue Duncan Fairbanks, the mayor's brother. To do so, kidnap him and keep him safe in your office.

The other job is to stop "Klondike" Kitson's liquor shipments. Accomplish this by taking control of his brewery and still.

There's also a final, unstated objective: kill Kitson. You can just wait for the mission to end if you accomplish the other two objectives, but that takes a long time, so it's best just to kill Kitson and remove the threat to Duncan Fairbanks once and for all.



Your goals are as follows:

- ✦ **Kidnap Duncan Fairbanks and keep him safe. (Primary)**
- ✦ **Stop “Klondike” Kitson’s shipments. (Secondary)**

The Book on Mission 7

- ☛ **Starting Money:** \$5,000
- ☛ **Family Members:** 3
- ☛ **Time:** 4 Days
- ☛ **Score:** 5000 points for kidnapping Fairbanks and ensuring that he survives; 2000 points for stopping Kitson’s shipments; 3000 points kidnapping Fairbanks and killing Kitson before 0700 hours on the third day
- ☛ **Experience Points:** 4 points for rescuing Fairbanks and keeping him safe; 1 point for stopping Kitson’s shipments

Our plan for this mission is first to kidnap Fairbanks with a speedy raid, then take control of the liquor supply with another swift raid, and finally, dig in and grab some territory. Kitson’s men constantly attack, making defense of your territory a full-time job.

When you finally have a large chunk of the city under your control, you are ready to attack Kitson’s office and take him out.

*** HOT TIPS ***

- ♥ A bulletproof car is crucial for kidnapping Duncan Fairbanks.
- ♠ You must kidnap Duncan and take over the brewery quickly.
- ♦ Expand your territory rapidly, and make use of newly available muscle as soon as it appears.
- ♣ As your territory grows, note the areas that enemy gangsters come from, and fortify them with your own gangsters.

Walkthrough

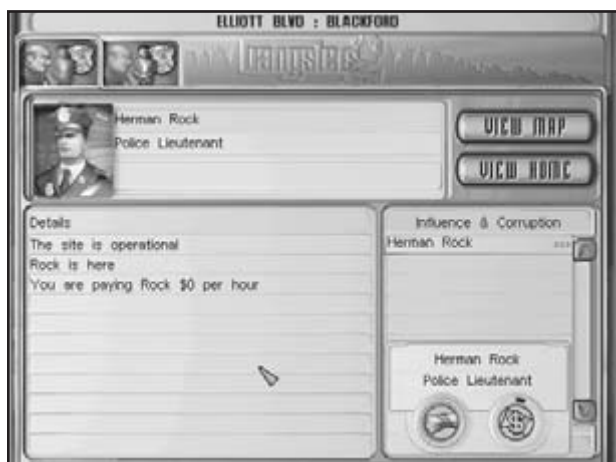
You start in Blackford, which is connected to the larger city by two roads. Have a gangster with three muscle and great weapons defend the spot labeled “Defend #1” and a gangster with one muscle and good weapons defend the spot labeled “Defend #2.” Set both to high aggression.

Go to the newspaper. If you don’t have a gangster with the “charmer” ability, hire one now. Also hire a gangster with the “kidnap” ability.



You must defend the bridges leading to your territory.

Send the charmer to the local police station and bribe the police. This gives you a little extra protection.



Bribe the police, and your territory gets a little extra protection.

Meanwhile, have Joey get great weapons and three muscle, and buy him a bulletproof car. Have Joey and the gangster with the kidnap ability get into the car.

Now send the car with Joey and the kidnapper northeast to the hideout marked on the map. Send them directly there; don't bother fighting enemies along the way. They take only minimal damage because they're in the bulletproof car.

At the hideout, use drive-by tactics to clear out all enemies in a short radius. You can't reach large group of enemies standing near the hideout from the street; that's fine, just get everyone else nearby. When all other roaming enemies are killed, unload Joey and the kidnapper from the car, and have them attack the group.



Gun down the gangsters near the enemy hideout.

When all the gangsters are dead, send Joey in to attack the building.

After the attack, several citizens run out. **[shift]**-click on them to see their names. One of the citizens is Duncan Fairbanks. When you locate him, kidnap him.

Click on the Kidnap button, then click on Fairbanks. Fairbanks now follows the kidnapper around.



Duncan Fairbanks has been kidnapped and now follows the kidnapper.

Get Joey and the kidnapper back into the car. (If you have too many people in the car, lose one of Joey's muscle first.) Send the car back to your office.

As the bulletproof car comes back toward the office, enemy gangsters may start to attack your territory. Use the bulletproof car to subdue the main rush of attackers near the spot labeled "Defend #1" along with the gangster that's already guarding "Defend #1."

When the coast is relatively clear, send the kidnapper into your office. Duncan Fairbanks follows. Leave the kidnapper (and Duncan) in the office for the rest of the mission.

Now send Joey back out in the bulletproof car. Look at the enemy territory closest to Blackford (right under the word "Expand" on your map), and notice that there are several labor exchanges. Have Joey kill all the muscle guarding these nearby businesses, then have him claim several of them. Be sure to claim businesses with labor exchanges.

When you've claimed the labor exchanges, you have a much better supply of muscle. Move the gangsters defending "Defend #1" and "Defend #2" into the new territory, where they can react to enemy attacks faster. Give them more muscle, and maybe add a third gangster to defend your new territory.



While most of your gangsters defend the new territory, send Joey and a full complement of muscle back to the bulletproof car. Have him drive toward the brewery marked on the map, being careful to avoid large groups of enemies whenever possible. (Fighting along the way is pointless.)

When Joey is near the brewery, have him kill all nearby enemies in repeated drive-by shootings. When the area is clear of enemies, have him attack, then claim the brewery.



Attack the brewery in the bulletproof car.

Do the same with the nearby still.

Now check your objectives. Your secondary objective ("Stop 'Klondike' Kitson's shipments.") should be complete. If it is, feel free to sell the brewery and still. They're so deep in enemy territory that they are hard to defend.

Next have Joey return to your territory.

Now your main goal is to kill Kitson. Continue to expand your territory, which is a simple matter of sending a gangster in a bulletproof car to kill enemy muscle and claim enemy businesses. Concentrate on gaining control over most of the territory south of the central river.



TIP: It's not crucial to set up new illegal businesses, though you can. Your legal businesses generate enough cash to keep your empire going.

Meanwhile, you should defend your territory. Gangsters with good weapons, full muscle, that are on foot, and set to high aggression usually work best. After you've claimed most of the territory south of the spot labeled "Defend #3," a gangster positioned there catches most (if not all) of the new enemies flowing into your territory.



Eventually, you have a good chunk of the city and a great deal of money. Now you're ready to attack Kitson's office.



Kitson's office is well guarded, so you need to attack in force.

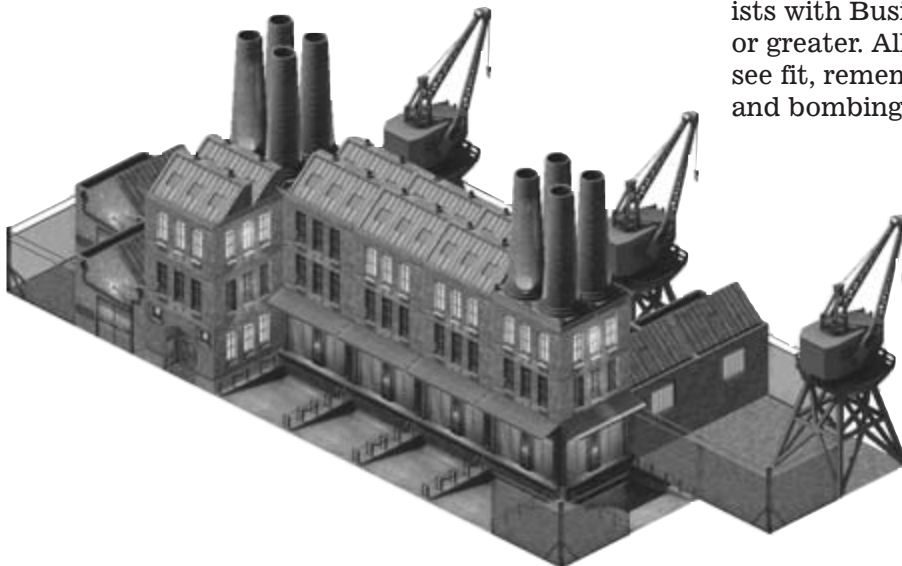
Unfortunately, Kitson's office is inaccessible by road, so drive-by shootings are not possible. Instead, gather five gangsters into a group (hire more if necessary). Give all of them good weapons and full muscle, then have them march toward Kitson's office as a group.

When they reach Kitson's office, gun down the mass of gangsters outside. Then, send your most expendable gangster slightly ahead, and have him attack the office.

Kitson and his goons swarm out. Have all five of your gangsters concentrate their full fire on Kitson and company, and they are cut down in moments. The mission is a success.

Wrap-Up

As usual, grab any promising gangsters (typically those with at least four stars of Attack rating) and any business specialists with Business ratings of three stars or greater. Allocate bonus points as you see fit, remembering that attack skills and bombing skills are always useful.

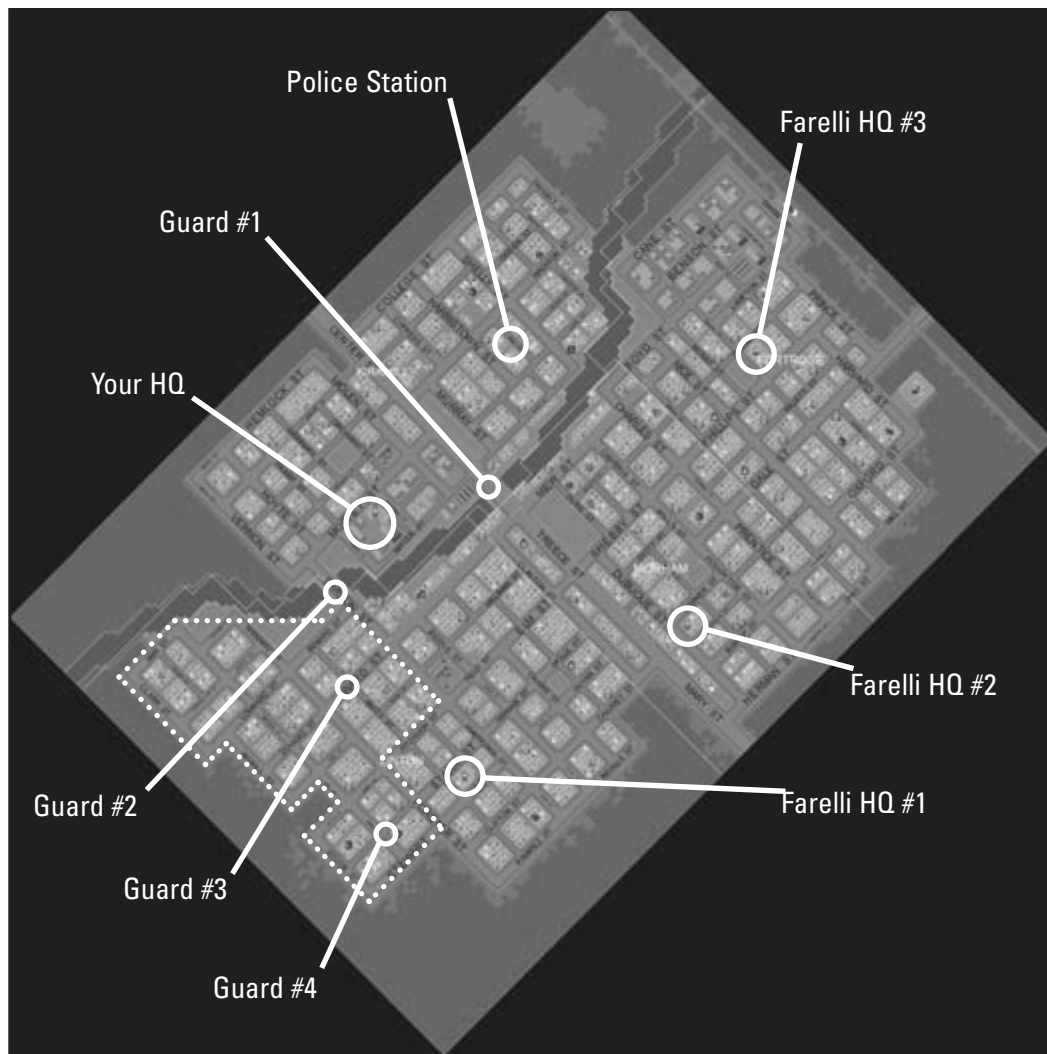




Mission 8: The Farellis

This difficult mission requires you to defeat all three Farelli brothers, either by taking so much of their territory that they submit, or by killing them. Our recommendation is that you kill them; the map is so large that taking over their turf is extremely time-consuming.

All three brothers have their own territories, which are marked by different colors.



Your tasks are as follows:

- ♥ **End the threat of the Farelli Brothers (three parts). (Primary)**
- ♠ **Maintain a steady flow of beer and liquor on the Temperance Highway. (Secondary)**

The Book on Mission 8

- ☛ **Starting Money:** \$5,000
- ☛ **Family Members:** 3
- ☛ **Time:** 4 Days
- ☛ **Score:** 5000 points for ending the threat of the Farellis; 2000 points for maintaining the shipments; 3000 points maximum for defeating the Farellis before 0700 hours on the third day
- ☛ **Experience Points:** 3 points for defeating the Farellis; 1 point for maintaining the shipments

The toughest part of this mission is defending your territory. Claim territory right away, which is easy—but holding on to it isn't. Unlike other missions, not many natural barriers restrict enemy movements. Be very careful where you place your defenders.

After you kill the first brother, it's all downhill. Stop worrying about territory and simply rush the other two brothers' offices with a huge group of gangsters.

★ ★ ★ HOT TIPS ★ ★ ★

- ♥ Hiring extra gangsters from the newspaper is an excellent idea. You need many defenders.
- ♠ It's always more efficient to have a gangster with muscle defend an area than to have muscle directly guard individual businesses.
- ♦ You can safely attack the Farelli brothers' offices if you have four gangsters with good weapons and full muscle.

Walkthrough



TIP: The first part of this mission is about expansion, pure and simple. Your greatest challenges are the enemies who

try to damage or repossess the territory you claim. This walkthrough is helpful for overall strategy, but you must pay very close attention to what's happening on the map if you want to keep your territory safe.

As the mission starts, send a charmer to the nearby police station, and have him bribe the police. Also, send gangsters with good weapons and full muscle to guard the spots labeled "Guard #1" and "Guard #2." One gangster at each spot (set to high aggression) should be enough.



Getting the local cops on your side won't help you in the rest of the city, but it makes it easier to defend your starting territory.



As usual, defend the entrances to your starting territory.

Meanwhile, buy a bulletproof car and have another gangster get into it. Make sure he has full muscle and tommy guns. Send this gangster to start gunning

down the muscle in the part of the map surrounded by the dotted line. (This territory shows up as yellow on the overhead map.) Then, have him start to take over businesses in this area, starting with the ones closest to your initial territory.

You have to spend a substantial amount of time conquering the area in the dotted line. As you absorb businesses, move the guard from "Guard 2" into the new territory, ideally to the spot labeled "Guard 3." You can also hire extra gangsters from the newspaper, and have them help guard your now-expanding borders.



TIP: If a particular building is continually attacked, you can hire muscle to guard it directly, but that's only a temporary solution. Having a gangster nearby is the best way to defend it.

Be smart about where you place your gangsters. Try to place them between two of your businesses so they can defend both. Also, pay close attention to where the attacks are coming from. Most of the attacks originate from the office labeled "Farelli HQ #1," so position your guards nearest the borders facing that building.



Position your gangsters in areas that the enemy gangsters like to pass through.



TIP: Continually watch your gangsters' portraits at the top of the screen, and hire fresh muscle whenever their muscle gets killed.

Eventually, you'll gain control of the area indicated by the dotted line. You face continual attacks, mostly coming from "Farelli HQ #1," but you have gangsters sitting along the paths the enemy gangsters like to travel—so the attacks are neutralized.



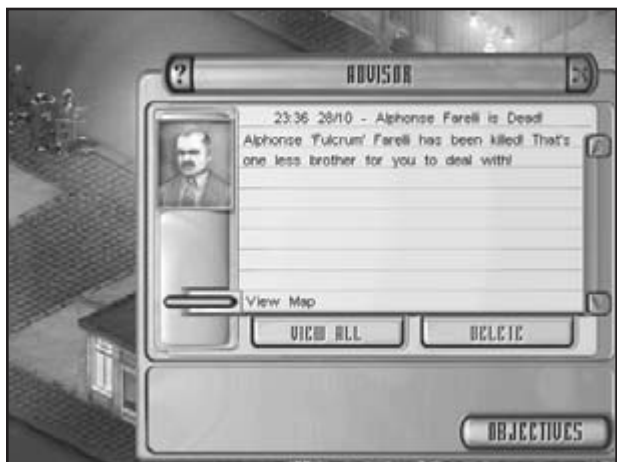
Four gangsters with full muscle should be enough to take down this office.

At this point you're ready to assault "Farelli HQ #1." Gather four gangsters, making sure that each has full muscle and good weapons. You probably need to hire more gangsters from the newspaper and also use some gangsters that were previously just defending territory. Group them into a huge mob, making sure they're all set to high aggression, and send them toward "Farelli HQ #1."



As you approach “Farelli HQ #2,” kill all nearby muscle, and repeat the attack you did on the first HQ. Your mob again does its work, and the second Farelli brother falls. The blue territory becomes neutral.

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The same approach you used with the first brother's office works just as well with the other two.

All that's left now is the pink territory. You can guess what's next: Replace any dead muscle, and march your four-gangster crew to the office labeled "Farelli HQ #3." Repeat your deadly assault. When this last office falls, you win the mission.

Wrap-Up

As usual, grab any gangsters or business specialists with high Attack or Business ratings. Assign bonus points to your fighters' Attack ratings and to the business skills of your best specialists. Now you're ready for the next mission.

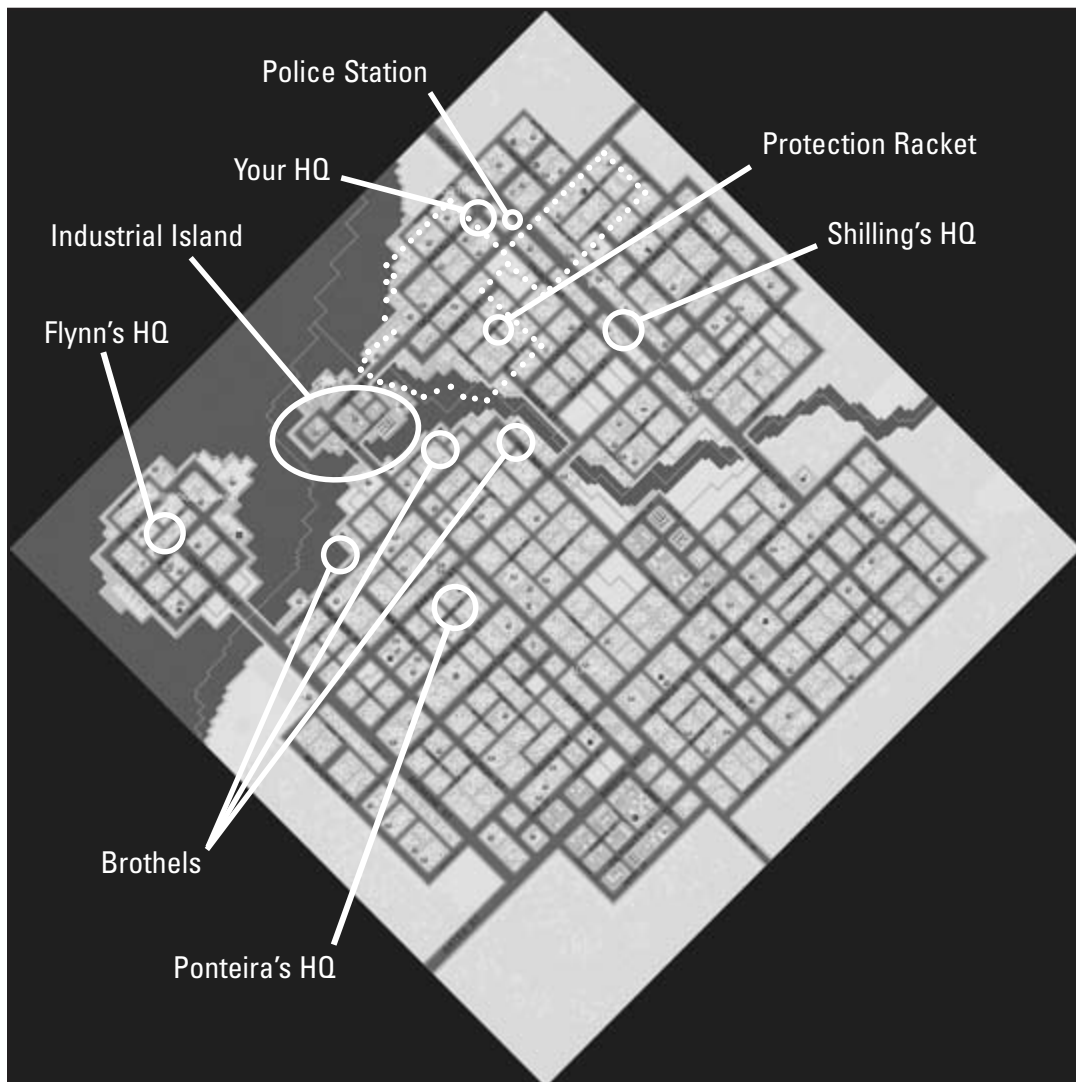




Mission 9: A Friend in Need

Your main task in this mission is to take down two different bosses: Levi Shilling and "Polecat" Pontiera. Shilling is closer and weaker; Pontiera is tougher and located near the center of the map.

A third gangster, Sunny Flynn, has territory on the other side of the map. You won't have any contact with him—but if one of his men happens to stray near you, don't attack. You're supposed to keep Flynn on your side.



You also have several secondary objectives.

Your tasks are as follows:

- ♥ **Kill Shilling and Pontiera. Keep Flynn on your side (two parts). (Primary)**
- ♠ **Seize Control of the Industrial Island (four parts). (Secondary)**
- ♣ **Seize Control of the Three Waterfront Brothels (three parts). (Secondary)**
- ♦ **Kill Vincenta "Rhino" Negri. (Secondary)**

The Book on Mission 9

- ☛ **Starting Money: \$5,000**
- ☛ **Family Members: 3**
- ☛ **Time: 4 Days**
- ☛ **Score: 5000 points for killing Shilling and Pontiera, and keeping Flynn on your side; 750 points for seizing control of the three brothels; 750 points for seizing control of the industrial island; 500 points for killing Vincenta 'Rhino' Negri; 3000 points for killing Shilling and Pontiera, and keeping Flynn on your side, before 0700 hours on the third day**
- ☛ **Experience Points: 2 points for killing Shilling and Pontiera, and keeping Flynn on your side; 1 point for seizing control of the brothels; 1 point for seizing control of the industrial island; 1 point for killing Vincenta 'Rhino' Negri**

☛ **Extras: Angel Munroe, a talented gangster, joins your gang when you kill Shilling**

This mission starts you in a seemingly precarious spot, right next to one of two enemies. Fortunately, your enemies aren't as aggressive about attacking your territory as they have been in previous missions.

As always, it's the early conquest and defense that's toughest. As you get the ball rolling, things get easier.

Kill both Shilling and Pontiera with large-scale strikes on their offices. You could try for a more land-grabbing approach, but that's slow going and requires extra patience.

★ ★ ★ H O T T I P S ★ ★ ★

- ♥ The southern edge of your territory is attacked more often than the north. Guard it well.
- ♠ Both Shilling and Pontiera are at peace with you as the mission starts. That changes quickly.
- ♦ The industrial island and the waterfront brothels aren't just secondary objectives—they're awfully profitable too. Taking them is a sure path to profit.
- ♣ As usual, bribing the police is a worthwhile investment.

Walkthrough

As the mission starts, Pontiera offers to pay good money for shipments of liquor. Accept his offer. You won't be at war with Pontiera for a while, and you can use the extra income.

Immediately send a charmer to the nearby police station, then bribe the police.

Place a lone gangster near the southern edge of your territory with full or near-full muscle and good weapons. As usual, set him to high aggression.

Now equip another gangster with a bulletproof car, good weapons, and full muscle. Have him gun down thugs in Shilling's territory (the pink area). Stay more or less within the area marked by the dotted line on the map.

When the area is fairly clear of enemies, take control of the protection racket marked on the map. This is a good first acquisition because it generates good money, and it has a nearby labor exchange.



The protection racket is a good first acquisition.

Slowly take over the rest of the area in the dotted line, using the gangster with the bulletproof car to eliminate resistance before taking over businesses. Because you aren't at war with Pontiera yet, don't worry about defending against him. This makes it easy to take the businesses near the industrial island. Lose some protection.



TIP: As always, keep watch on the enemy, and mark the places they tend to attack. Positioning a gangster or two in the right spots allows you to effectively guard your whole territory.

Cash is limited, so take it easy. If you get too low (near \$1,000), wait an hour or so, and let the money roll in. If it's not rolling in, trim back muscle from whichever gangster can most afford to lose some protection.



Ah, the joys of the bulletproof car....

Eventually, you have most or all of the territory in the area surrounded by the dotted line. At this point you should have enough cash flow to take on Shilling.



Get three gangsters together, all with high aggression, full or near-full muscle, and good weapons. (You may have to hire an extra gangster from the newspaper.) One should be in a bulletproof car, the other two on foot.

Have the bulletproof car gangster clear out thugs at the spot labeled "Shilling's HQ," then move in the other two on foot. Have your least valuable gangster attack the office, thus flushing out Shilling. Your men need to attack; be sure the gangster in the bulletproof car is parked in front of the office and is helping out.



With a bulletproof car parked right in front of Shilling's office, how can you lose?

When Shilling's dead, several things happen. First, Pontiera becomes your enemy, so send a gangster to guard the border near the industrial island. Second, you receive an extremely talented gangster named Angel Munroe. Send her to your office for better guns.

Third, Sunny Flynn becomes your ally and starts giving you warnings (through the Advisor) about attacks from Pontiera. He also periodically tells you where Rhino Negri is. (Remember that killing Rhino is one of your secondary objectives.)

There's now substantial neutral territory east of your land. Don't worry too much about guarding it; a lone gangster placed in the lower-center is usually enough. Pontiera likes to attack via the industrial island.

Send your gangster with the bullet-proof car to kill all of Pontiera's men on the industrial island and claim all the businesses. Move the guarding gangster(s) so they guard the bridge connecting the industrial island and Pontiera's remaining territory.



The industrial island is a useful acquisition

Now have your gangster with the bulletproof car pick one of the brothels and kill everyone nearby. Claim it and send an extra gangster with good weapons and full muscle to guard it. Get the brothel in business quickly, and you have good cash flow.

Repeat this process with the other two brothels. As you take over each one, send a new gangster down to guard it.



Rhino Negri tends to show up near the brothels.



TIP: As you do all this, Rhino Negri is likely to appear; he often visits the bordellos.

Watch for him and kill him to complete another secondary objective.

If he fails to show, just sit back, hold the brothels, and scan the map. Flynn periodically tells you where Rhino is, and you can use that information to catch him.

After taking all three brothels and disposing of Negri, it's time to launch an attack on Pontiera's office. The office isn't quite reachable by car, but if you drive a bulletproof car past it and target the muscle outside, they obligingly run toward the car, so you can mow them down.



Drive by the office to get the muscle's attention and to make them run out so you can shoot them.

Now move a group of four or five well-armed and fully muscled gangsters over to Pontiera's office. (Strip the protection from the brothels if necessary.) Set them all to high aggression. Have your least valuable gangster attack the office, and watch as your men blast Pontiera and company into sweet oblivion. Mission accomplished.



Angel Munroe is a more than worthy addition to your family.

Wrap-Up

Absolutely be sure to recruit Angel Munroe into your family. She's got great stats and extra skills—besides, she looks better than Abe Calbeck.

You might also want to take along one or more of the skilled pimps (we're serious) whom you've recruited in this mission.

Allocate most or all of your bonus points to Angel to make her a true killing machine.

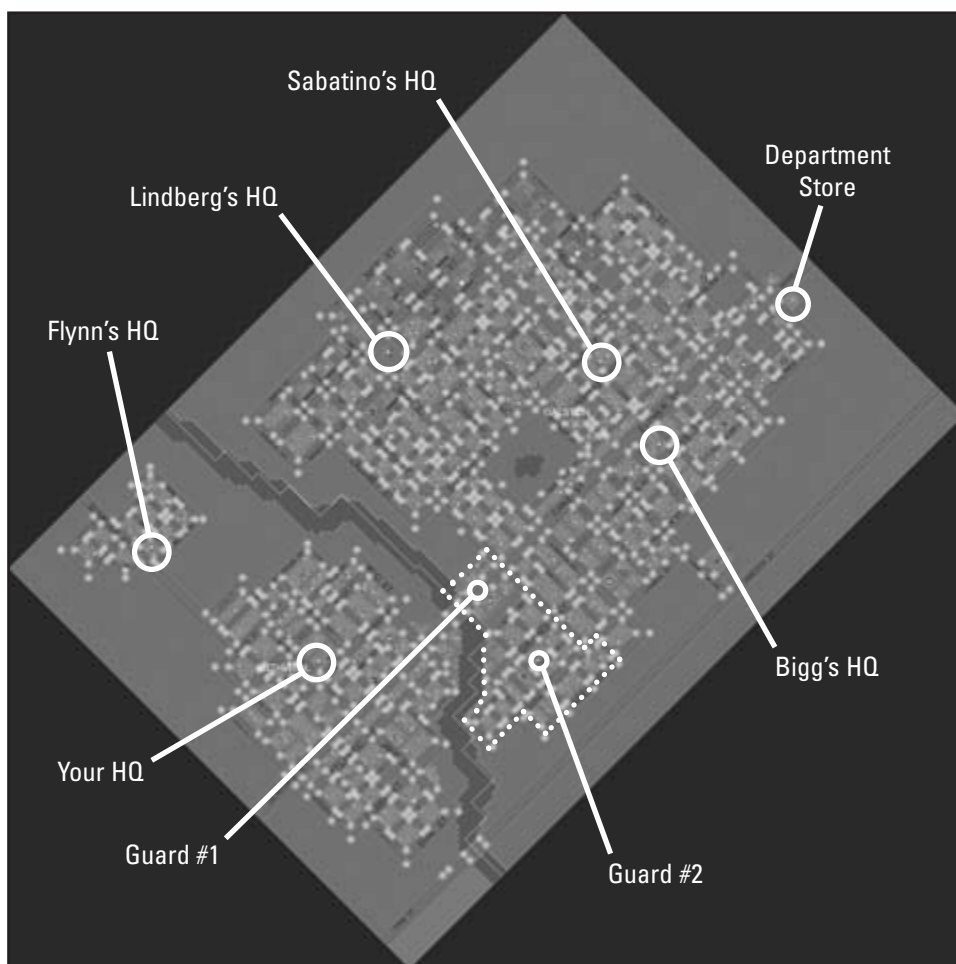


Mission 10: The Die Is Cast

In this mission, you must take control of the city using one of two methods. The more conventional method is to kill all three enemy bosses. (Sunny Flynn, a fourth boss, is on your side but won't help you much.)

The less conventional method is to capture and hold a department store on the north-east edge of town for 24 hours. That's right: A department store is the key to the city. Apparently, they have really good prices.

You also have to keep Sunny Flynn on your side, which is easy to do; just ignore his territory to the west.



There are no secondary objectives in this mission, just one multifaceted primary objective:

♥ **Either capture the Department Store at the east edge of town and hold it for 24 hours, or kill Sabatino, Lindberg, and Bigg. Also, keep Sunny Flynn on your side. (Primary)**

The Book on Mission 10

- ☛ **Starting Money:** \$5,000
- ☛ **Family Members:** 3
- ☛ **Time:** 4 Days
- ☛ **Score:** 5000 points for holding the department store, or for killing Sabatino, Lindberg and Bigg; 5000 points for completing either primary objective before 1900 hours on the third day
- ☛ **Experience Points:** 4 points for completing the primary objective by either method
- ☛ **Extras:** Bessie Nelsen, a moderately effective gangster, joins your gang when you kill Biggs; if you also kill Sabatino, you'll get a Prestige car

It's not every day that you can bend a whole city's underworld to your will by capturing a department store, which is why we chose this method of completing the mission. Of course, it's necessary to expand and attack a little before taking the department store, if only to acquire a large enough revenue base and enough muscle to get the job done. We also kill

one of the city's bosses, Choker Biggs, in the process.

This isn't a difficult mission if you follow our plan.

*** HOT TIPS ***

- ♥ You start out at peace with the bosses, so take your time, and buy good weapons before attacking.
- ♠ Don't buy muscle for your gangsters until just before your attack. This cuts costs and allows you to save money quickly.
- ◆ Just two gangsters can effectively hold your territory, even after you've expanded into the dotted area shown on your map.
- ♣ Steal cars from Bigg's office to get vehicles for all your gangsters.

Walkthrough

You start out isolated from your enemies. Furthermore, you aren't at war yet. First, make sure all your businesses are running smoothly, then sit back and watch the cash roll in. Don't buy any muscle yet.

You should have at least three gangsters. If you don't, then hire some. Give all three gangsters tommy guns and other good weapons. Also buy one gangster a bulletproof car, then bide your time until you've got at least \$2,000 in reserve (ideally, a little more).

When you've got some spare cash, give the gangster in the bulletproof car

four muscle, and give the other two gangsters two muscle apiece. Have the bulletproof car gangster drive to the spot labeled "Guard #1" on the map, which is currently in Bigg's territory. Clear out most of Bigg's nearby men with the bulletproof car.

When the coast is fairly clear, get the gangster out of his car, and bring the other two up for support. Take control of the casino and brothel located near "Guard #1." Be careful with the brothel; numerous guards are inside.



Capturing the casino and brothel provides a big boost to your income.

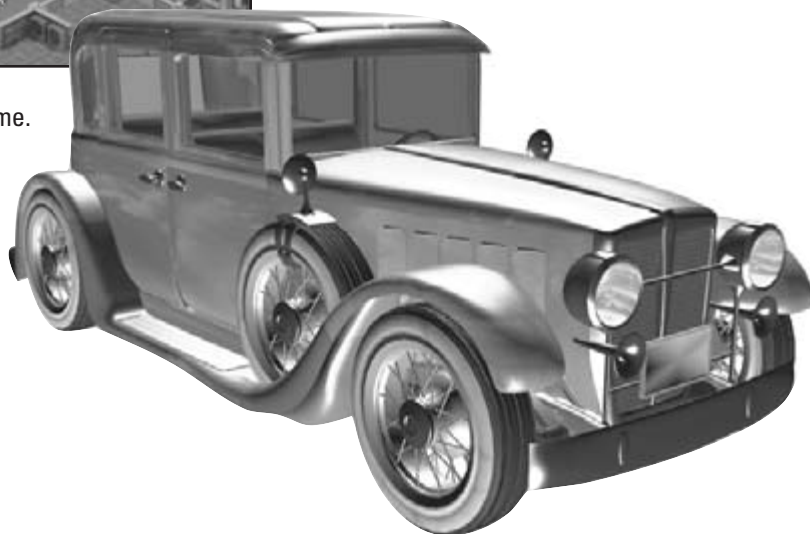
When both the casino and brothel are yours, hire managers for the businesses.

Send the bulletproof car gangster ahead while the other two defend "Guard #1." They are able to defend the casino, brothel, *and* your starting territory from here.

The gangster in the bulletproof car should now take over the rest of the area marked by a dotted line on the map. This area includes more lucrative illegal businesses. Take control and get those businesses rolling.

Give the gangsters at "Guard #1" full muscle now. Leave one gangster at "Guard #1," and send the other to "Guard #2," to defend the newly captured businesses.

Let the cash roll in for a few hours. Then assemble a strike force of three well-armed gangsters and muscle. You can use the gangster with the bulletproof car as part of this force, but not the two gangsters at the guard spots. (Obviously, you may need to hire more gangsters from the newspaper.)



Send the bulletproof car gangster ahead to Bigg's office, which is labeled "Bigg's HQ" on the map. Have the gangster clear out most of the enemies there, while the other two gangsters in your strike force approach on foot.

When all three gangsters are in position, make sure they are all set to high aggression, and have your least valuable gangster attack the office. Bigg and company spill out, and your men gun them down.

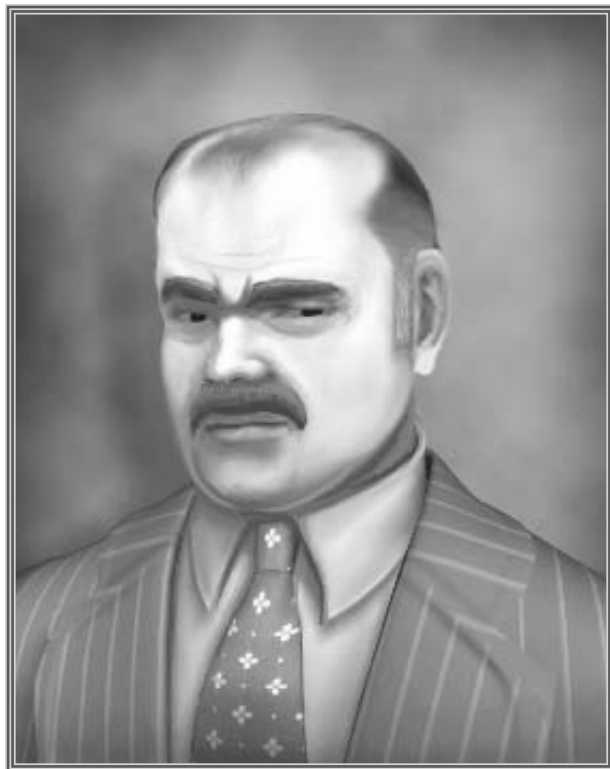


Here's a trick: If a car is parked directly in front of Bigg's office, have one gangster steal it and sit inside. Then when you attack, that gangster can benefit from the car's protection.

A couple of things happen at this point. First, Bigg's remaining territory becomes neutral. Second, Flynn sends a bomber to assist you. Ignore her; you won't need her.

Now it's time to capture the department store. Have the on-foot gangsters of your three-gangster strike force steal cars from outside Bigg's office. (Bullet-proof cars are ideal, but any will do.) Also, replace any dead muscle.

Send all three cars northeast toward the department store, sticking to the neutral territory as much as possible, because it's safer.





The department store is heavily guarded. Send all three cars into the area, and have them start gunning down enemies. To kill these goons effectively, you need to pause the game, select each car, give each car targets, start the game again, watch the targets fall, and then assign new targets. Repeat until the area is clear.

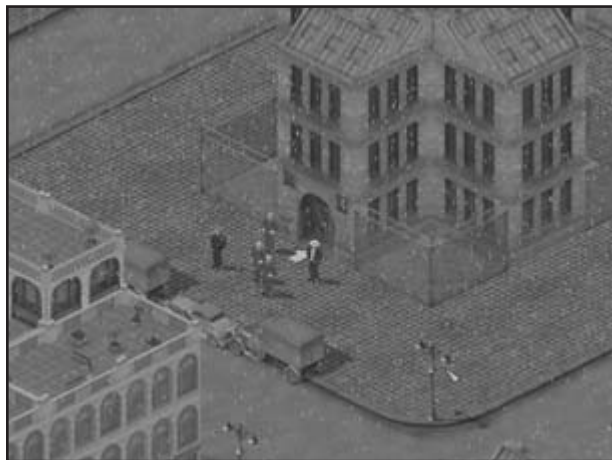


A three-car attack is enough to clear out the thugs guarding the department store.

Get your gangsters out of their cars and capture the department store. Repair the store, and wait.

There are frequent attacks on both the store and "Guard #1." It's nothing you can't handle. If muscle gets killed at either spot, just replace it. You can even capture a second business near the department store, which has access to a labor market. This provides you with a ready source of muscle.

Now sit back and wait. Do some needlepoint. Anything! Twenty-four hours of game time is actually quite awhile! When you've held the store for a full day, you win.



There's no need to venture close to the other two bosses' territories.



Wrap-Up

Do the usual shuffling to add new talent to your family. You won't have much to do this time, because by now you have a horde of skilled fighters and effective business managers. You can add the bomber you received from Sunny Flynn to your family, but it's not necessary; she's not an outstanding talent.

Allocate the bonus points as desired.

FINAL EDITION

Chapter 7

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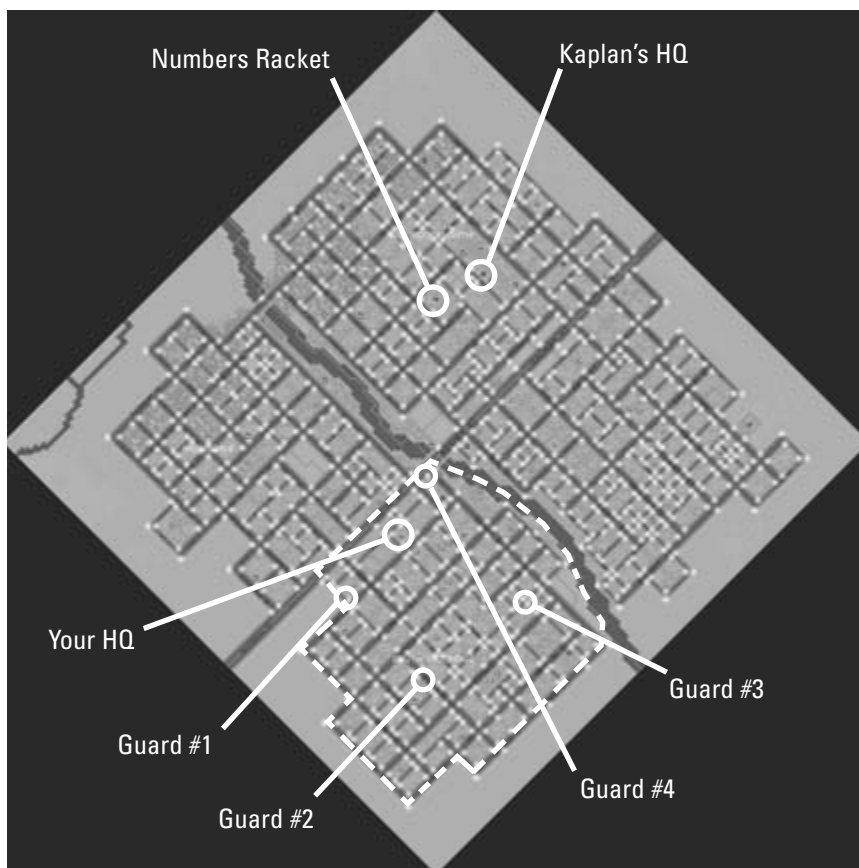
★★★★★



Act 3: Open Intent—Walkthrough

Act 3 consists of four missions. Joey Bane has made his stand against Frankie “Hammer” Constantine and has begun to take over his territory. “Open Intent” now sees Joey moving across the middle regions of Temperance state, fighting to reach the heart of Constantine’s empire. The first three episodes are the buildup to Joey’s conflict with Felix “Tornado” Schank, the last lieutenant that stands between Joey and Constantine’s heartland.

This act marks a substantial increase in mission difficulty. In these next few missions, you face tough, well-armed opposition and encounter genuinely difficult financial crises. To succeed, you have to pay attention to the little things, such as bringing the best gangsters with the most appropriate skills from one mission to the next.



Mission 11: Religious Zeal

This mission features Wolridge, a city in decay, where brothels are the only businesses making any real money. Your primary task here is either to close down all sixteen of Oscar "Tiepin" Kaplan's brothels or kill Kaplan outright.

Complicating the issue are four priests, each located in a different quarter of town. Your secondary goal is to keep all four priests alive, despite the fact that three of them (all but Father Brendan Flanagan) inform the FBI if you take over brothels in their part of town.

Your goals are as follows:

- ♥ **Destroy all sixteen brothels or kill Oscar "Tiepin" Kaplan. (Primary)**
- ♠ **Ensure that Father Brendan Flanagan lives. (Secondary)**
- ♣ **Ensure that Father Seamus Hafferty lives. (Secondary)**
- ♦ **Ensure that Father Rinaldi Andriotti lives. (Secondary)**
- ♥ **Ensure that Father Cornelius Modini lives. (Secondary)**



The Book on Mission 11

- ☛ **Starting Money:** \$10,000
- ☛ **Family Members:** 4
- ☛ **Time:** 4 days
- ☛ **Score:** 5000 points for destroying the brothels or killing Kaplan; -250 points for each priest killed; 4000 points maximum time bonus for achieving either primary objective before 1700 hours on the third day.
- ☛ **Experience Points:** 4 points for destroying the brothels; 2 points for killing Kaplan; 1 point for each priest that survives and -1 for each one killed.

This mission isn't as complex as it first appears, especially if you use our strategy. We recommend killing Kaplan outright instead of closing the brothels, mainly because there are so many brothels, and it takes a great deal of time to close them all. You can, of course, opt to close the brothels instead, which results in more bonus points.

Your main problem in this mission is money. You start out with an abundance of cash, but it runs out fast, and the businesses in your starting area aren't very profitable. Furthermore, because you don't have access to liquor production sites, the brothels become even less profitable when their existing supplies of alcohol run out.

★ ★ ★ H O T T I P S ★ ★ ★

♥ The guard in front of your office doesn't need much muscle; he can almost instantly get more from the local recruitment site if he gets into trouble.

♠ Occasionally, enemy gangsters drive cars into your territory. If you're strapped for cash, steal them and drive them back to your office. The gangster who stole the car can sell it to your business contact.

◆ Our strategy doesn't require that you specifically guard the priests. If you place guards in the places we recommend, the enemy shouldn't harm the local priest (Father Flanagan). The others aren't at risk if you don't expand into their territories.

To remedy this situation, you have to cut costs by hiring the bare minimum amount of muscle. You can also hire a bank robber from the newspaper and send him to rob the local bank repeatedly.

Walkthrough

First, bring four members of your "family" from the last mission along on this one. We recommend bringing four gangsters (no business specialists), one of whom should be a five-star bomber.



TIP: We haven't always recommended specific gangsters to bring along in every previous mission, simply because you could do just fine by bringing gangsters with high combat abilities.

This time, however, the missions are difficult enough to warrant bringing specific gang members along.

Assign one gangster with tommy guns, two or three muscle, and high aggression to defend your office. He can hire more muscle from the recruitment site across the street if necessary.

Equip Joey with tommy guns if he doesn't already have them, and give him three or four muscle. Have him proceed due south from your office, clearing out Kaplan's gangsters along the way.

Have a third gangster with several muscle and good weapons stand at the spot labeled "Guard #1." Many enemy gangsters approach from this direction, so it's vital to have a guard there.





A gangster at "Guard #1" catches most enemies entering your territory.

Joey's mission is to take over your entire quarter of town, using the usual method of drive-by shootings on enemy muscle, followed by swiftly claiming enemy buildings. He should begin south of your office and work counterclockwise through the entire dotted-line area.



As usual, take over businesses when all the guards are dead.

Joey should take over brothels first and not worry about other businesses until most of the brothels are taken. Do *not* set up the brothels again after you have acquired them; simply run the legal businesses. The priest gives you \$1,000 an hour to help offset your losses.



TIP: The police are against you in this mission. Be wary of police buildings, therefore, and shoot all police on sight.

If a flood of police comes out of a nearby police building, have Joey hop in his car before fighting them, both for protection and for the ability to flee if things go badly.

The guards at "Guard #1" and your office take care of most enemies entering your territory. However, when you've taken over the southernmost brothels, add another guard at "Guard #2." He doesn't need more than two muscle.



If you need to hire a new gangster, make it a safecracker.

Later, when you've claimed the brothels in the eastern section of the area in the dotted line, move the gangster from "Guard #2" to "Guard #3." You might also want to assign a gangster to guard Father Flanagan, because enemy attacks may get through to him at some point.

Finally, when you take over the last brothel at the extreme northern corner of the dotted-line area, move the gangster from "Guard #3" to "Guard #4."

When the whole area in the dotted line is yours, you can fully defend it with gangsters at your office, "Guard #1," and "Guard #4." Only the gangster at "Guard #4" needs full muscle.



TIP: Cash is a problem from the start. Look in the newspaper and hire Leone Gerlock, the gangster with the

safecracking skill. Send him to rob the bank north of your office when you're low on cash.

You can rob this bank more than once. Keep an eye on it, and rob it again when it's repaired. Remember that safecrackers can only work their magic at night.



You can rob the bank multiple times.



Place guards at "Guard #4" as soon as the last brothel in your area is taken.

When you've got the whole dotted-line area under your control, it's time to start laying the groundwork for your attack on Kaplan's office. To do so, send Joey north in his car, across the river, and toward Kaplan's office.

Joey's job is to kill the guards at all major businesses between your territory and Kaplan's office. Have him claim the businesses when the guards are dead, then immediately sell them to make them neutral. This nets you some fast cash and also makes it easier for your men to get to Kaplan's office without being harassed.



TIP: If you're seriously short of money, you can hold on to some of these buildings, such as the numbers racket shown on the map. However, do *not* start up the illegal businesses; simply allow the legal businesses to run. The priest in this quarter informs the FBI if you start an illegal business.

When the path to Kaplan's office is more or less safe, send two more gangsters north to join Joey near the office. Both should have great weapons and full muscle, and one should be your five-star bomber.

Have all three gangsters (set to high aggression) attack the muscle outside Kaplan's office. When the muscle are dead, kill any police from the nearby police station who come over to investigate.



The police attack you after you deal with Kaplan's thugs.

At this point, your three gangsters should still have full or nearly full muscle and no resistance. If replacement muscle is needed, hire some and wait while they make the long trip north from your territory. Meanwhile, kill any gangsters that try to sneak out of Kaplan's office.

When your gangsters have full muscle again, send the bomber to bomb the office. Have him run back a short distance as soon as the bomb is placed.

After the bomb detonates, pause the game and assign your gangsters to attack any gangsters that run outside. The gangsters can be killed easily because their muscle were all killed in the blast.



Gun down gangsters as they spill out of the bombed office.

Quickly unpause the game and watch the targets fall, then pause again and assign new targets. Repeat this combination until Kaplan is dead. The mission is a success.



TIP: The targets are hard to see, thanks to all the smoke and debris from the bomb blast. But you can still click on them, even if they're hard to see. It's important to kill them as soon as they exit the building.

Wrap-Up

Add Leone Gerlock to your gang, and get rid of a gangster with no special skills if you need to make room. Gerlock's safecracking skill will be useful in later missions.

Assign bonus points as you see fit. Improving Gerlock's safecracking skill and combat rating is a good idea.

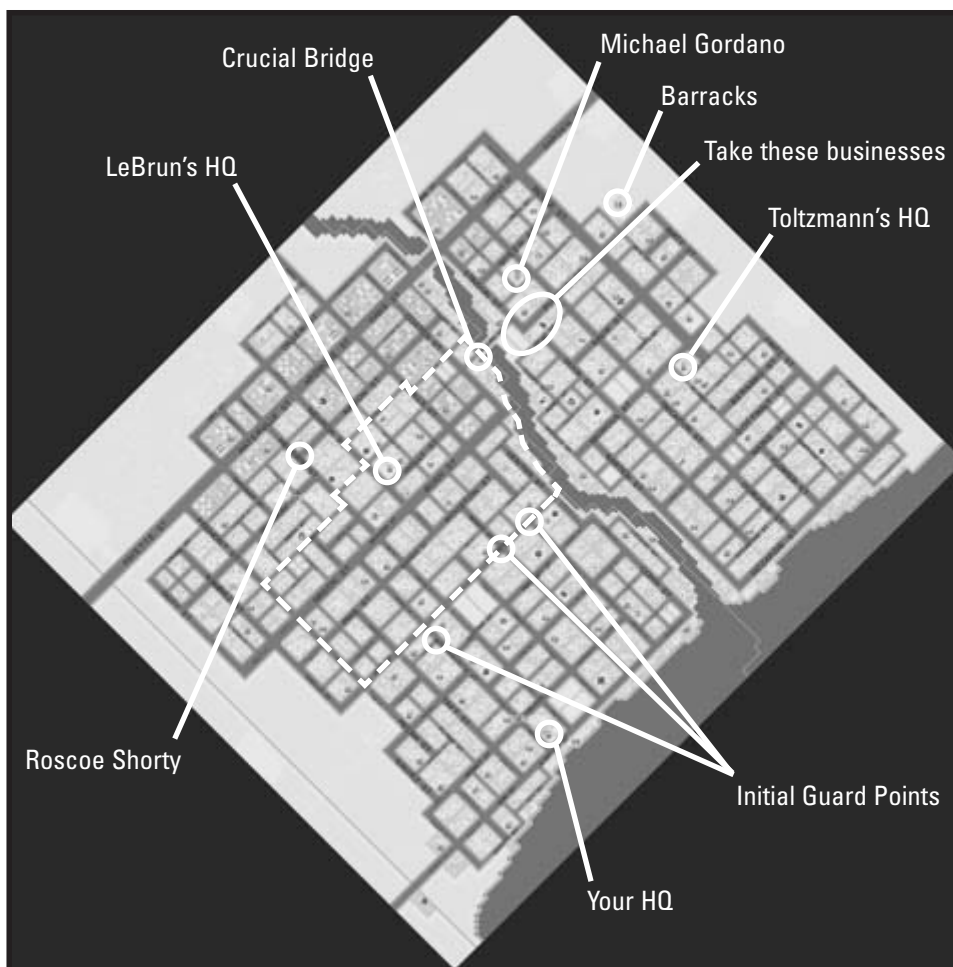


Mission 12: In the Army

This mission takes place in Palfield, a city in which military veterans are recruited into enemy gangs. Your task is to take the army barracks from Constantine's control, so the flow of veterans is curbed, thus limiting Constantine's access to highly trained soldiers.

Along the way, you may have to deal with Baden Wadsworth, the corrupt army colonel who's supplying Constantine with men.

The police in this mission are corrupt and should be shot on sight. A secondary objective is to kill two corrupt police officials: Roscoe Short and Michael Gordano.



Your objectives are as follows:

- ♥ **Take the Army Barracks from Constantine's control. (Primary)**
- ♣ **Kill Roscoe Short (Secondary)**
- ♦ **Kill Michael Gordano (Secondary)**

The Book on Mission 12

- ✎ **Starting Money: \$5,000**
- ✎ **Family Members: 4**
- ✎ **Time: 4 days**
- ✎ **Score: 5000 points for taking the army barracks from Constantine's control; 1000 points for killing Roscoe Short; 1000 points for killing Michael Gordano; 3000 points maximum time bonus for taking the barracks before 0800 hours on the third day.**
- ✎ **Experience Points: 4 points for taking the barracks from Constantine's control; 2 points for killing Roscoe Short; 2 points for killing Michael Gordano.**

Palfield is split into three districts. You occupy the majority of Waterside, the smallest of the districts. However, it has a reasonable income and the opportunity to expand legally into the available businesses at the edges of the district.

Pickford is controlled by Fredrick LeBrun. This district is well defended by LeBrun and provides the only access to Cale, the largest district.

Gerhard Toltzmann controls Cale. This district contains the main municipal buildings, including the army barracks. The presence of the army means that soldiers appear throughout this district.

*** HOT TIPS ***

- ♥ Taking Palfield depends on either being able to influence or kill Baden Wadsworth.
- ♠ The army barracks is situated in well-defended enemy territory in which even the police shoot on sight.
- ♦ You cannot bribe the police at the start of this mission. You can only bribe people such as the judge and the DA, and these are firmly tucked away in Toltzmann's territory.

Walkthrough



TIP: We recommend taking at least one bomber and one bank robber along on this mission.

Even when you take four family members into Palfield (all gangsters with high combat ratings, one of whom is a skilled bomber), you begin this mission with an income in excess of \$700 per hour, which you need to survive.

Equip three gangsters with muscle and weapons, then send them to the three spots labeled "Initial Guard Points." Make sure the gangsters are set to aggressive;

any police who see your gangsters will attack, and you cannot afford to waste time trying to avoid them. When the gangsters arrive, they begin attacking LeBrun's patrols, but they are also in an ideal position to tackle any gangsters sent to invade your territory.



Vigilant guarding is key to the mission's early stages.

Your fourth gangster should remain near your office, but you can send him short distances to intercept enemies that bypass your first line of defense.

Buy as many businesses as you can to increase your income. The sites near the southern edge of the map are secure, so purchase these sites first. Continue to scan anyone that approaches to check for enemy gangsters.

After you have secured your area, start expanding into the area in the dotted line by using your fourth gangster in a car to mow down enemy guards. Slowly move up your three guarding gangsters as your territory grows.

You must expand to the bridge on Phillips Street and isolate Toltzmann from LeBrun, while increasing your income to build up another team. Be sure to move up your defenders continually to encompass new territory.

Eventually, you are able to place an aggressive gangster at the entrance to the office labeled "LeBrun's HQ." He automatically mows down any new gangsters LeBrun hires and sends out of the office. Remember to replace this gangster's muscle whenever they are killed, to successfully contain LeBrun.



Once you've got an aggressive gangster positioned near "LeBrun's HQ," LeBrun is effectively contained.



TIP: Killing LeBrun is not essential, although it reduces the number of gangsters in the city and allows easier access to Police Lieutenant Roscoe Short. If you do choose to kill LeBrun, two smaller gangs are established, but you should be able to contain them without too much trouble.

It's especially important to control the bridge at Phillips Street. Be careful of army patrols when you take the tenement block by the bridge as they include lethal armored cars. Kill the guards, then back off, letting the police and army move out of the area before claiming the site. Position an aggressive gangster near the southern part of the bridge to catch enemies who try to cross.



Avoid armored cars. Run away if they approach, then return later.

The “shoot to kill” policy has brought you into conflict with the police in many instances, so Roscoe Short should not have many guards left. When the area within the dotted line is firmly under your control, kill the police around Short, and throw a bomb into the police precinct to complete this objective.

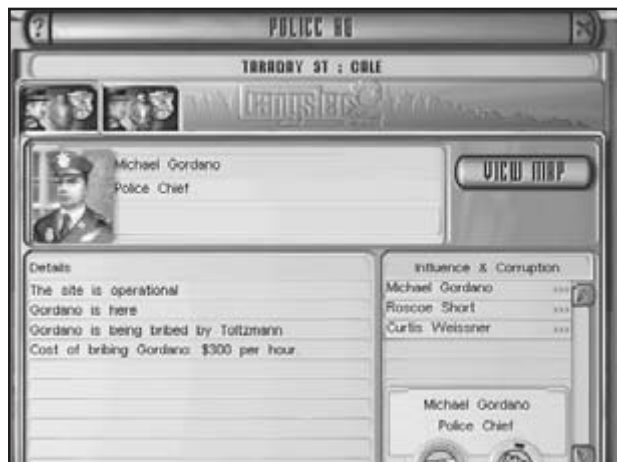


TIP: You can bribe Short's replacement, although it is not worth it at this point. Simply continue to kill police whenever they bother you.

Continue buying property in Pickford (around the area in the dotted line), while meanwhile covering the approaches to both bridges. An aggressive gangster at each bridge should suffice.

When you can afford to recruit a new gangster, open the newspaper and recruit the assassin “Rocky” Langlois. While Langlois currently has poor combat and assassination skills, he is definitely a character to develop. Assassins are better at combat than gangsters, so he is still a useful character to provide backup.

Now expand across the Philips Street Bridge, into the area marked “Take These Businesses” on your map. Taking the tenement block on the other side of the bridge requires timing; you need to avoid the armored cars. Take this site, the tenement block across from it, and the nearby numbers racket to provide a beachhead, then send a gangster to bomb the nearby police headquarters (thus killing Michael Gordano).



Michael Gordano is your next target.



TIP: The death of Gordano results in a replacement that cannot be influenced. In addition, you receive a high-speed, bulletproof prestige car.

Now you have only your primary objective to complete. You can take control of the barracks in two ways. The first is to send a bank robber to rob the brothel (be sure to soften up the area with attacks in bulletproof cars first). If you choose this course, bring the evidence of Wadsworth's visits to your office to convert to him your cause.

The other method is to kill Wadsworth. Either way, the sites are heavily defended and you must approach them with caution. A force of several gangsters in bulletproof cars should be sufficient to clear out the guards surrounding the



A bank robber can steal vital evidence from this brothel after the guards are dead.

brothel. When the guards are dead, wait for Wadsworth to visit and kill him.

The death or influencing of Wadsworth brings the mission to a close and your advance continues.

Wrap-Up

Recruit Rocky Langlois into your gang. His skills are initially poor—but he's an assassin, which is a highly valuable skill.

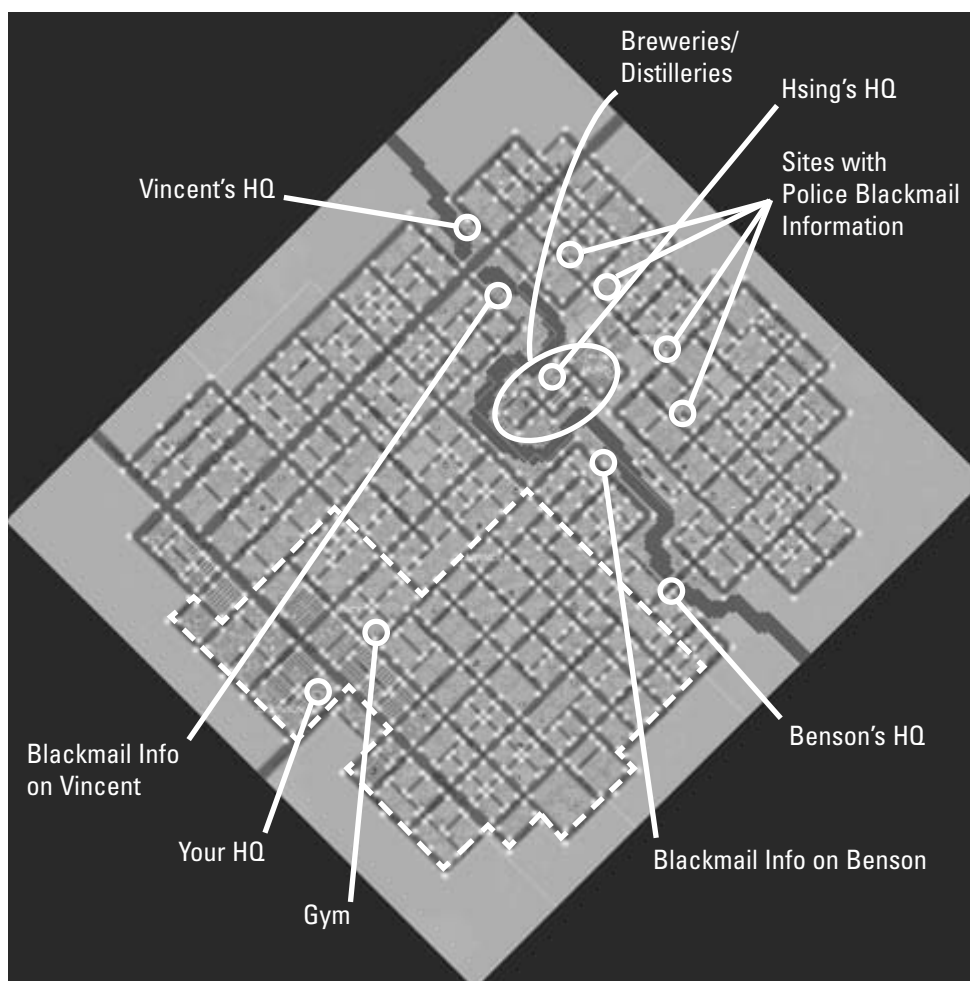
As usual, you should make room for new gangsters by removing existing gangsters with fewer skills. There's no need to keep gangsters with only the default combat and stealth skills around at this point, since there are so many gangsters with extra skills available.

Pour all of your bonus points into Langlois' assassination skill. (You'll need to spend two bonus points for every star increase—but it's worth it).

Mission 13: River of Gold

Thormanstock is the main distribution center for beer and liquor in the middle regions of Temperance. Having already denied Tornado Schank of his main supply of gangsters, you have the opportunity to take away his main source of income. Schank's liquor-producing sites are run by a man named "Cups" Hsing. Your mission is to destroy Hsing's breweries and stills.

Along the way, you also want to stop two lieutenants from working for Hsing. These men are "Vinegar" Vincent and "Homesick" Benson.



Your tasks are as follows:

- ♥ **Destroy Cups Hsing's Breweries and Stills (six parts). (Primary)**
- ♠ **Stop Vinegar Vincent from working for Hsing. (Secondary)**
- ♣ **Stop Homesick Benson from working for Hsing. (Secondary)**

The Book on Mission 13

- ☛ **Starting Money:** \$5,000
- ☛ **Family Members:** 4
- ☛ **Time:** 4 days
- ☛ **Score:** 5000 points for destroying the breweries and stills; 1000 points for preventing Vincent from working for Hsing; 1000 points for preventing Benson from working for Hsing; 3000 points maximum time bonus for destroying the breweries and stills before 2300 hours on the third day.
- ☛ **Experience Points:** 4 points for destroying the breweries and stills; 2 points for preventing Vincent from working for Hsing; 2 points for preventing Benson from working for Hsing.
- ☛ **Extras:** Mary "Sweetheart" McCloud, a skilled gangster, becomes available when Hsing's first brewery or still is destroyed.

Thormanstock consists of five districts, which are layered from the southwest to the northeast.

You control most of Colinton, the most southwestern district, and a small portion of the adjacent district of Macy. This area is largely industrial.

Hsing controls Irvine and parts of Huntly. His territory is surrounded by the river and the territories of Vincent and Benson, both of whom act as barriers between you and Hsing's territory.

The three breweries and three stills are situated in the elbow of the river in Huntly, surrounding Hsing's office. They're quite difficult to reach and require a substantial force to attack.

★ ★ ★ H O T T I P S ★ ★ ★

- ♥ All police, except those in Colinton (your starting district), will shoot on sight. Those in Colinton start out on your payroll.
- ♠ Muscle are hard to come by at the beginning of the mission; getting muscle is your first priority.
- ♦ You can bribe police officials at the start of the mission.
- ♣ Remember that safecrackers or bank robbers can generate quick cash!

Walkthrough



TIP: Bring a gangster with the spying skill into this mission. A safecracker or bank robber is another excellent choice.

Your first priority is to increase your income and recruit muscle. Muscle are not initially available to you, so expand to take control of recruitment sites. The gym near the police precinct in Macy (shown on your map) has eight muscle available, so this is a good site to bring into your territory. Buy the nearby business.



This gym is essential for hiring muscle early in the mission.

All your gangsters begin the mission wanted by the police, who have instructions to shoot on sight. However, you begin the episode by bribing the police in Colinton, allowing you to set up illegal businesses and move freely in the district.



TIP: Be careful if you move outside your district; you cannot bribe or persuade any of the other police.

If you have brought a safecracker into this level, two banks are within easy reach (a safecracker is also available in the newspaper). Start robbing them early, and continue to rob them as the mission progresses.



Robbing local banks keeps you afloat until you have more territory.

Expansion in this level begins slowly due to a lack of funds; it might be worth selling a vehicle or two, but remember to keep at least one for claiming enemy sites.

Start to claim unprotected enemy sites in the area in the dotted line. You aren't strong enough for much of a fight at first.

When your income permits the recruitment of muscle, start attacking and claiming protected sites inside the dotted-line area, using the usual method of drive-by shootings, followed by claiming the businesses. Buy up available sites whenever you can.

As your borders slowly expand, equip some gangsters with muscle, and send them out to protect your territory. Use as

many as you can afford at any given time; because you have plentiful territory, you might want one to sit in a car. Attacks don't always come from the same locations, but if you expand into the areas we recommend, most attacks happen in the northeast corner of your territory. Concentrate your defenses there.



TIP: Hsing holds most of the city in his grasp by means of blackmail, and Vincent and Benson are among those forced to obey him. You can turn them against Hsing by spying on the locations listed below.

When you've successfully captured all or most of the area in the dotted line, it's time to deal with Vincent and Benson.

Send a spy into Hsing's casino and speakeasy, both located on the south bank of the river. (The casino has information on Vincent, and the speakeasy has infor-



This speakeasy contains information on Homesick Benson.

mation on Benson.) Both sites are shown on the map.

If you spy on these sites, you are informed that the documents are held there. Send a bank robber or safecracker to rob the site, and they locate the documents. If you get the robber safely back to your office, the gang leader becomes your ally!

Like Vincent and Benson, the police are being held by blackmail. To convert each one to your cause, send spies to the following sites:

♥ **Police Chief Peppard (Irvine):** Hsing's brothel in Irvine

♠ **Police Lieutenant Davenport (Macy):** Hsing's card game in Irvine

♣ **Police Lieutenant Kassel (Clarence):** Hsing's dice game in Irvine

♦ **Police Lieutenant Stanfield (Huntly):** Hsing's gambling den in Irvine

Spy on the site to locate the documents, then rob it to steal the documents. Return the robber to your office, and the police come over to your team. You don't have to persuade all the police, but doing so makes your final attack on Hsing easier.

With the loss of Vincent and Benson, Hsing is nearly helpless. Assemble a team of several gangsters in cars, and send them out on the offensive. Attack all six of Hsing's stills and breweries to finish him off and complete the mission.



Attack and damage all six of Hsing's stills and breweries.



TIP: Check the newspaper after you destroy the first site, and you see that a new gangster has arrived. Mary

"Sweetheart" McCloud is a superlative gangster, with high ratings in combat, stealth, explosives, and driving, and she comes with her own explosives and a tommy gun!



Wrap-Up

Recruit Mary McCloud into your gang; she's multi-talented, with both driving and explosives skills. You won't need to assign many extra bonus points to her, since her skills are already good.

As usual, assign bonus points as you see fit. If any of your gangsters need better combat or assassination skills, those are the most logical places to use the points.

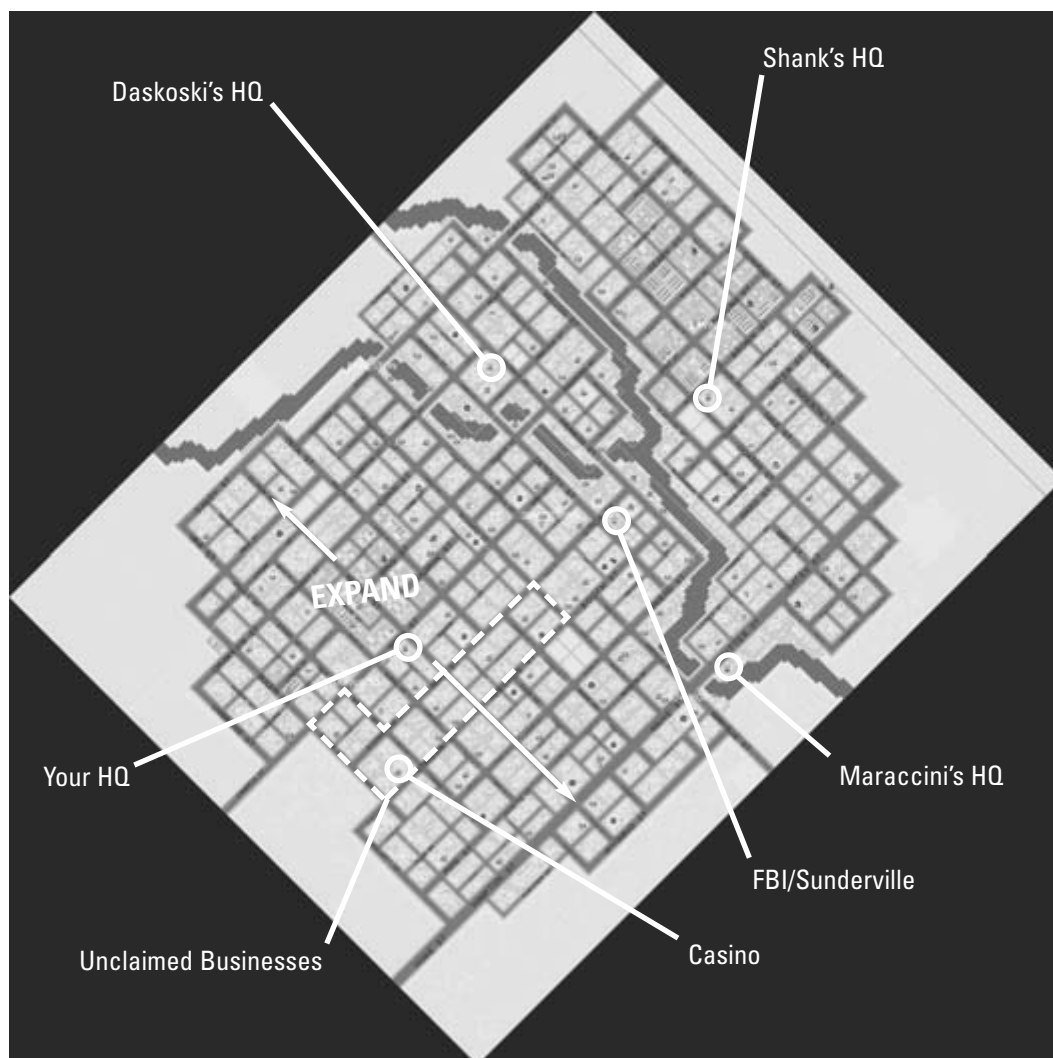




Mission 14: The Gateway

This mission pits you against Felix Schank and two of his lieutenants. The police and FBI attack on sight in this mission, but you can alter this situation by killing FBI District Commissioner Woodrow Sunderville.

Schank's two lieutenants, Jacob "Pick Axe" Dakoski (blue territory) and Lorenzo "Blades" Maraccini (yellow territory) are both closer to you than Schank (pink territory).



Your first job is to subdue these men.

♥ **Kill Felix Schank. (Primary)**

♠ **Kill Woodrow Sunderville. (Secondary)**

The Book on Mission 14

- ☛ **Starting Money:** \$5,000
- ☛ **Family Members:** 4
- ☛ **Time:** 5 days
- ☛ **Score:** 5000 points for killing Schank; 2000 points for killing FBI District Commissioner Woodrow Sunderville; 3000 points maximum time bonus for killing Schank before 1000 hours on the third day.
- ☛ **Experience Points:** 4 points for killing Schank; 2 points for killing Woodrow Sunderville.

Fenton is the last line of defense for Tornado Schank, and is the gateway to the east of Temperance—the heart of Frankie Constantine’s empire. Schank has drawn the last of his lieutenants, Pick Axe Dakoski and Blades Maraccini, around him for the last battle.

The FBI is aware of the impending confrontation, with the FBI district commissioner leaning on the police to enforce a “shoot to kill” policy.

Fenton is a city split effectively into three parts and contains five districts. You control a small area in Haywood, with minimal income.

Schank controls Swinton, a district on the far side of the city. Schank’s territory is largely industrial and contains several breweries.

The remainder of Fenton is divided between Dakoski and Maraccini. These two each control as much territory as you and Schank put together.

*** HOT TIPS ***

♥ The police’s “shoot to kill” orders aren’t such a bad thing. Let the police help defend your territory in the mission’s early stages.

♠ When you want to mount a large attack, kill the local FBI director (Woodrow Sunderville), and the “shoot to kill” order is revoked.

◆ As usual, claim only enough territory to assure a good income. At that point, you can stage direct raids on your enemies’ headquarters.

Walkthrough



TIP: This mission is easiest if you bring two skilled bombers

The first thing to do is increase your income; your gangsters might leave if you start having an hourly loss. Set up as many illegal businesses as you can, including the counterfeit press and brothel in your starting territory.



Get this counterfeit press going immediately! It's your best early source of income.

Also, buy the restaurant/gambling den marked on the map. It's close to your territory and definitely worth taking, because the legal/illegal business combination generates over \$1,200 every hour. Also buy the other unclaimed businesses marked on your map for extra income and the ability to hire more muscle.



This restaurant can support a gambling den. Buy it right away.

After your money supply is established, recruit muscle for your gangsters. Once you have taken all of the free sites, you are able to support a very effective gang.

The first intruders appear soon after the start of the mission. These raiders target your businesses in an attempt to whittle you down so it is essential that you stop them. Try to avoid getting into fights with police in your area, because they also attack intruders. Let the police serve as a first line of defense, and only send your gangsters out to intercept enemies when no police are available.



Let the police help you deal with intruders

Use the police's "shoot to kill" order to your advantage. Enter Dakoski's and Maraccini's territories through unprotected areas, and start to claim sites that do not have any guards. Avoid both police and enemy gangsters as much as possible, and use cars to get around quickly.

Once you have taken the easier sites from Dakoski and Maraccini and weakened their positions, get the “shoot to kill” policy lifted so you can tackle the two gang leaders head-on.



TIP: As long as Woodrow Sunderville lives, the FBI forces the police to adhere to the “shoot to kill” policy. You can try bribing the police to stop them from enforcing it, but killing Sunderville is far cheaper!

Killing Sunderville requires careful navigation through the territory of Blades Maraccini. For this, the extra speed of the driver skill can be of huge benefit. Load a car with a driver, two bombers, and a couple of muscle, then drive to the office marked “FBI HQ” on your map. Kill anyone standing outside, throw two bombs into the building, and get away as fast as you can.



A driver and two bombers can quickly and efficiently deal with Woodrow Sunderville.



TIP: If you do not have two bombers, brute force and extra muscle are required. Use at least two gangsters, each with cars and full muscle, to attack the headquarters. Just remember that the bombing method is far better.

The death of Sunderville results in the police dropping their “shoot to kill” policy. You also obtain a high-speed, bulletproof prestige car.

The next step to completing the episode is to kill Dakoski and Maraccini, which requires a balance of attack and defense. Keep a close eye on any gangsters entering your territory. Meanwhile, assemble a team of several gangsters and muscle in cars (ideally including at least one bomber). Send the teams to Dakoski’s office, then Maraccini’s office, and kill each man in turn.



Concentrated attacks on Dakoski’s and Maraccini’s offices eliminates both of them.

The death of Dakoski and Maraccini makes large portions of the map neutral and exposes Schank's territory. At this point it's a straightforward matter to advance into Schank's area with a heavily armed crew of at least four gangsters and muscle (with bulletproof cars and including at least one bomber) and wipe him out.

If this direct method doesn't work, slowly take away Schank's businesses, starting from Maraccini's old territory in the eastern half of the map. Because there's only one bridge to cross, as opposed to two in the west, it's the easiest place from which to attack.

Wrap-Up

There are no gangsters that you absolutely must add to your gang from this mission. If you recruited anyone with useful skills from the newspaper, you can have them replace less-talented members of your gang.

Use bonus points to boost your gangsters' combat and assassination skills, as well as special skills such as driving and influence.



**FINAL
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Chapter 8

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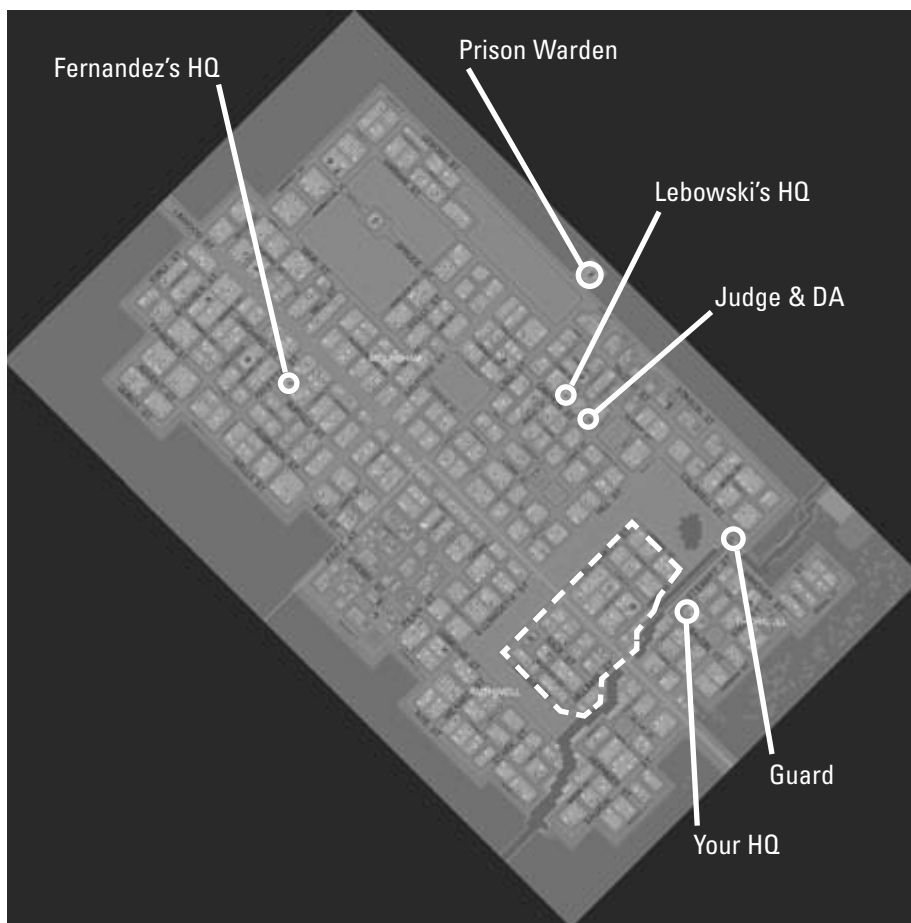




Act 4: Leveling the Score—Walkthrough

“Leveling the Score” is the second to last act, consisting of five missions in which you try to take control of the entire state, except for the capital city and home of Frankie Constantine, New Temperance.

Expect serious resistance throughout every one of these missions. You need all the skills you’ve honed in earlier acts to make your way through this one. You also need patience; the cities are big, and you often need to claim and defend large areas slowly before you can complete your mission goals.



Mission 15: Into the Heartland

Olaf “Dead Eye” Drucker and Francois “Evil Eye” Pineau are two top-caliber gangsters. They were on their way to join Schank in Fenton, but your premature arrival means they only got as far as Baylington before Schank perished. Drucker and Pineau have sided with Francisco “Friendly” Fernandez, the controlling gang leader in the city.

Another gang leader, Johannes “Lights Out” Lebowski, languishes in prison; releasing him might result in a new friend.

Your tasks are as follows:

- ♥ **Kill Olaf “Dead Eye” Drucker and Francois “Evil Eye” Pineau. (Primary)**
- ♠ **Establish the card game in the south east district. (Secondary)**
- ♣ **Establish the casino in the southeast district. (Secondary)**
- ♦ **Ensure that Johannes “Lights Out” Lebowski is released from prison.**



The Book on Mission 15

- ☛ **Starting Money:** \$5,000
- ☛ **Family Members:** 4
- ☛ **Time:** 4 Days
- ☛ **Score:** 5000 points for killing Drucker and Pineau; 500 points for establishing the card game; 500 points for establishing the casino; 1000 points for releasing Lights Out Lebowski; 3000 points maximum time bonus for completing the primary objective before 0900 hours on the fourth day.
- ☛ **Experience Points:** 4 points for killing Drucker and Pineau; 1 point for establishing the card game; 1 point for establishing the casino; 1 point for releasing Lebowski.

Baylington has three distinct areas. To the southeast lies Thornhill, in the exclusive possession of Joey Bane. Over the river is a small region belonging to Fernandez, which contains a gambling den and the card game and casino that form part of your objectives.

The remainder of the city covers the largest area. Fernandez predominantly owns this area, although a small part to the east of the city remains in the hands of Lebowski, and an even smaller area is part of your territory.

★★★ HOT TIPS ★★★

♥ Assassins aren't *necessary* for this mission, but they make it easier. Continue to keep an eye out for gangsters with the assassination skill, bringing them into your family whenever possible. Replace gangsters with no particular skills.

♠ As usual, selling vehicles is a good way to earn fast, easy cash at the mission's start.

♦ Your businesses generate a great deal of cash, so you don't have to rely on a bank robbery in this mission.

Walkthrough



TIP: The four gangsters selected for this mission should include both a charmer and an assassin. For once, a bomber really isn't necessary.

The opening steps available to you in Baylington are very limited, so follow these directions carefully.

First, get the loan shark and protection racket running as soon as you can to build your income, then recruit muscle for your gangsters.

Bribing the police in Thornhill is probably not worth it; there are so few that you can easily avoid them. Just ignore them and fight them whenever necessary.

Sell most or all of your slower vehicles to buy a bulletproof car. As soon as possible, move out of your immediate territory,



Start the protection racket as quickly as possible.

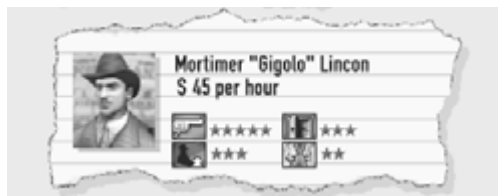
and take the small region containing the card game, casino, and gambling den. (This region is surrounded by a dotted line on the map.) Use the standard "gangster with tommy guns in a bulletproof car" method to clear out resistance before taking over the businesses.

Be careful; several vehicle and foot patrols are in the area, and you may even find the occasional bulletproof car driving around. Meanwhile, keep a careful watch on eastern access to your territory; Fernandez is not averse to sending mobsters to attack you through Lebowsky's territory. Two gangsters with good weapons should guard the spot labeled "Guard" at all times.

Set up the card game and casino, and then send a business specialist to operate them. This completes two of your secondary objectives. (You should also do the same with the gambling den, because it will also increase your income.)



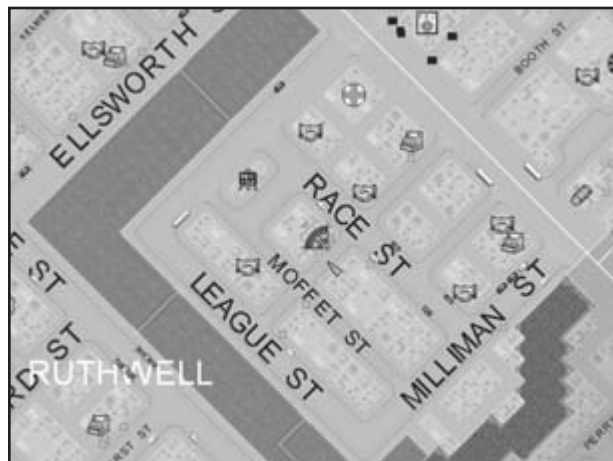
This small region provides enough income for the rest of the mission.



TIP: The newspaper has two business specialists with four stars in their respective business skills (Aces Brannigan and Wildcard Jacobs). Protect the businesses run by these men. Such skilled business specialists are hard to find.

Taking the dotted-line region secures more income than you will need to maintain your gang, so free Lebowski now. You can approach this task in two ways.

The first method is bribing the prison warden, Matthew Kyle, which gives you



Setting up a card game and casino at the appropriate spots will fulfill your secondary objectives.

the option to buy Lebowski's freedom. This costs \$10,000, and you should only consider it if you need to avoid the police and large numbers of gangsters.

The cheaper option by far is to bribe both the judge and DA. The tricky part of this method is that it requires you to drive through the center of Lebowski's territory. If you choose this method, bribe both Judge Blanchard and Attorney Atkinson, instantly releasing Lebowski.

Lebowski's freedom means you can drive through his territory and hit Fernandez's businesses from different directions.

At this point, Lebowski starts sending you messages about where Drucker and Pineau are headed. Assemble a team of two or three gangsters and muscle, all in bulletproof cars, and wait for the messages.

When you receive a message, send your gangsters to the spot where Drucker and Pineau are supposed to show up. They



Bribing the prison warden is very expensive, but it's a viable method of freeing Lebowski.

always use bulletproof cars and are very dangerous. Hit them when they are out of their vehicles; that is when they are at their most vulnerable.

The deaths of Drucker and Pineau complete this mission.



TIP: We recommend the choosing the second option since it's a *lot* less expensive. Send a charmer in a bulletproof car, and have him clear resistance from the immediate area of the courthouse before leaving the car. Bribe both the judge and DA, and return the charmer to your territory.



Send a charmer to the courthouse if you want to influence the judge and DA.

Wrap-Up

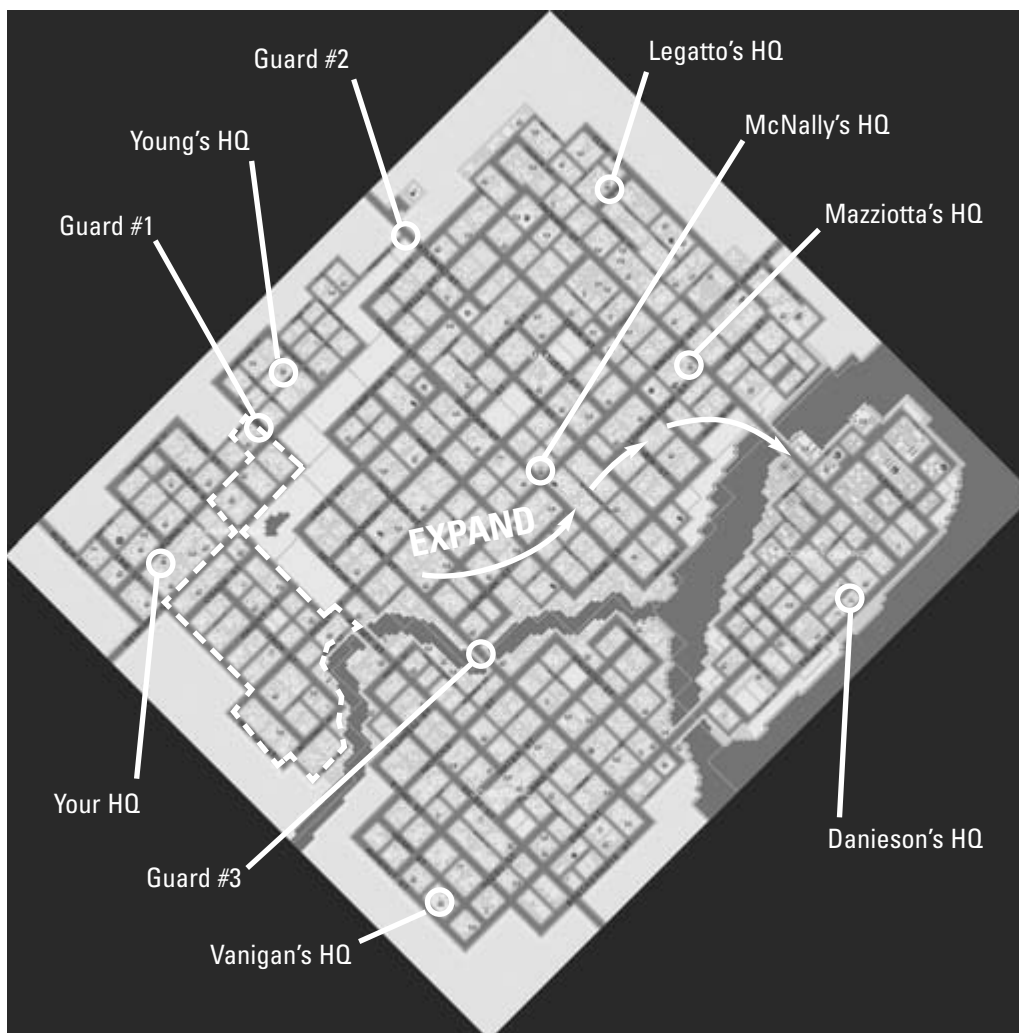
No special gangsters appear in this mission, but you're reaching the point where excellent gangsters can be found just by opening the newspaper. Even if you don't need to hire extra gangsters for a particular mission, you should make a point of hiring any gangsters with special skills (like assassination), and especially those with more than one special skill.

You may recruit the talented business specialists from this mission into your gang, but you don't need to lavish any bonus points on them. Instead, focus on your gangsters.

Mission 16: Yorkdale Docks

You have moved to Yorkdale, home to six of Constantine's lieutenants. This city supplies beer and liquor to the eastern side of Temperance, and as such, it is a hive of illegal activity, with each lieutenant responsible for only one type of illegal business. If you can capture all the sites on Cookney Island, the supplies of beer and liquor dry up.

This mission pits you against more enemy gang leaders (six!) than any previous mission.



Your tasks are as follows:

- ♥ **Take control of Cookney Island.**
(Primary)
- ♠ **Run a shipment of beer off the map.**
(Secondary)
- ♦ **Run a shipment of liquor off the map.**
(Secondary)

The Book on Mission 16

- ☛ **Starting Money:** \$1,500
- ☛ **Family Members:** 5
- ☛ **Time:** 5 Days
- ☛ **Score:** 5000 points for taking control of Cookney Island; 1000 points for running a shipment of beer off the map; 1000 points for running a shipment of liquor off the map; 3000 points maximum time bonus for completing the primary objective before 1200 hours on the fourth day.
- ☛ **Experience Points:** 4 points for taking control of Cookney Island; 2 points for running a shipment of beer off the map; 2 points for running a shipment of liquor off the map.

Yorkdale is a large city on the eastern coast of Temperance. Cookney Island lies off the coast, with bridges leading to the districts of Maxton and Johnstone. A tributary separates Johnstone from the mainland.

You share Carrington, the westernmost district, with Vinny "Highball" Young.

Johnstone lies to the south, and Oscar "Redwood" Vanigan controls it. The district of Maxton, divided between Legatto, Connall McNally, and Gian Mazziota, occupies the center and northern regions.

*** HOT TIPS ***

♥ This mission features many office raids, so bombers are crucial.

♠ Completing the secondary objectives can be quite tricky. The difficulties are discussed in the walkthrough.

♦ You don't *need* to kill the enemy bosses, though that's certainly an option. If you choose to kill everyone, use multiple gangsters in bulletproof cars and multiple bombers to attack the enemy.



TIP: Bring a pair of bombers and an assassin, if you have one. The bombers are particularly vital, because you attack so many offices in this mission.

Walkthrough

Your initial position in Yorkdale is strong; an hourly profit of more than \$1,100 from your sites allows you to support gangsters with multiple skills and still recruit muscle. Notice, however, that Vinny Young (whose territory is shown surrounded by a dotted line on your map) has you boxed in; all his sites are well guarded, and many foot and vehicle patrols are on the prowl.

You only have access to four muscle and need to look after them until you can take control of more recruitment sites. The police in the city also arrest gangsters on sight, so you need to avoid them carefully.



This is another mission featuring hostile police.

Equip a strong gangster with all four muscle and a bulletproof car, then start to expand your territory. Your first move should be northeast. Take the business near the spot labeled “Guard #1” on your map, which gives you access to four more muscle. Give these muscle to a strong, aggressive gangster, and have him stand at the “Guard” spot. He intercepts any gangsters Young decides to send at you.

Continue expanding southeast until you have cleared Highball Young out of the dotted-line area. Don’t bother setting up the card games, however; your lack of beer and liquor makes these sites non-profitable.



Setting up card games is pointless, because you don’t have the necessary beer and liquor producers to make them profitable.

Once you take over the area within the dotted line, it’s time to eliminate Highball altogether. This action removes an opponent, gives you an easily-defended choke point between Vinny’s old territory and the territory of Alfredo “Gummy” Legatto, plus you get Vinny’s old house in the bargain! Each gang leader you kill results in the local populace donating the former mobster’s home to your cause.

Send two gangsters, one of which is a bomber, to raid Young’s office and kill him. A new gang forms from the remains of Vinny’s empire; this gang is small, however. Stamp them out and move your guardian gangster from “Guard #1” to “Guard #2.”



Kill off Legatto with an office raid.

After the fall of “Highball” Young, protect your perimeter against attacks from Legatto, and then expand into McNally’s territory (the pink area). McNally’s number rackets do not need beer or liquor, so they can function at full profit. Set these up as you go along, and recruit the specialists who become available. Completely conquer McNally’s territory, and finish him off with a typical office raid (a bomb or two thrown into the office, with tough, aggressive gangsters waiting outside).

Place guards at “Guard #3” to cut off Redwood Vanigan and render his attacks ineffective.

Now expand through Mazziota’s territory to isolate Cookney Island from Legatto’s territory. You don’t need to take *all* of Mazziota’s territory, but you should take a substantial portion and then kill him with another office raid.

With Mazziota, Young, and McNally destroyed, move to take the first sites on Cookney Island.

Your first steps on the island should concentrate on capturing the most northerly sites down to the moonshine still close to “Washroom” Danieson’s office. If you wish to complete this mission’s secondary objectives, set up a brewery and still here, and then recruit a specialist to run each. If you’re not concerned about the secondary objectives, skip this step.



Only set up the illegal brewery and still here if you plan to complete your secondary objectives.

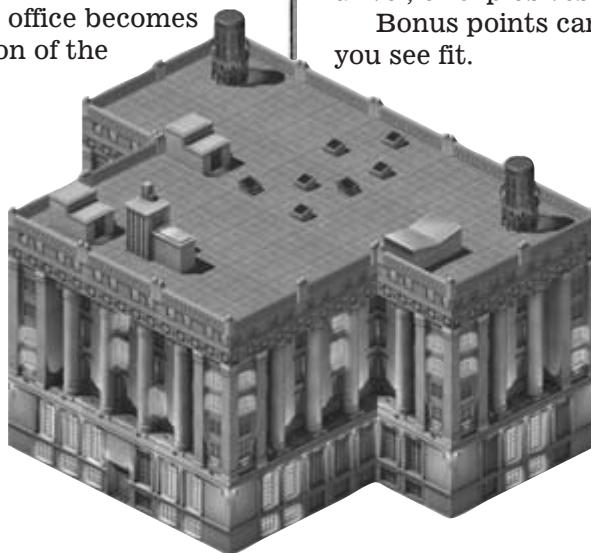


TIP: The specialists take a long time to reach the sites, so only attempt this if you are sure you can hold the sites and have enough time to make the deliveries. Another factor is that the specialists may be attacked en route, so either clear a path for them through the territory of Redwood Vanigan and Gummy Legatto, or knock these characters out permanently.

At 0800 or 2000 hours, the beer and liquor sites deliver their cargo, and you have completed the secondary objective.

Once you gain a foothold on Cookney Island, the rest of your mission is fairly straightforward. Beware the bulletproof cars guarding the southern entrance to the island. Also be careful of the large number of gangsters that Danieson holds back at his office; it's recommended that you use multiple bombers to soften up his office when you make your final attack.

Once Danieson's old office becomes available, take possession of the site to take control of Yorkdale.



Yorkdale is yours once you take control of Danieson's old office.

Wrap-Up

Once again, scan the newspaper for talented gangsters. You can get a very high grade of gangsters from the paper at this stage of the game. You only need one good charmer and one good kidnapper, but you can always add another assassin, getaway driver, or explosives expert.

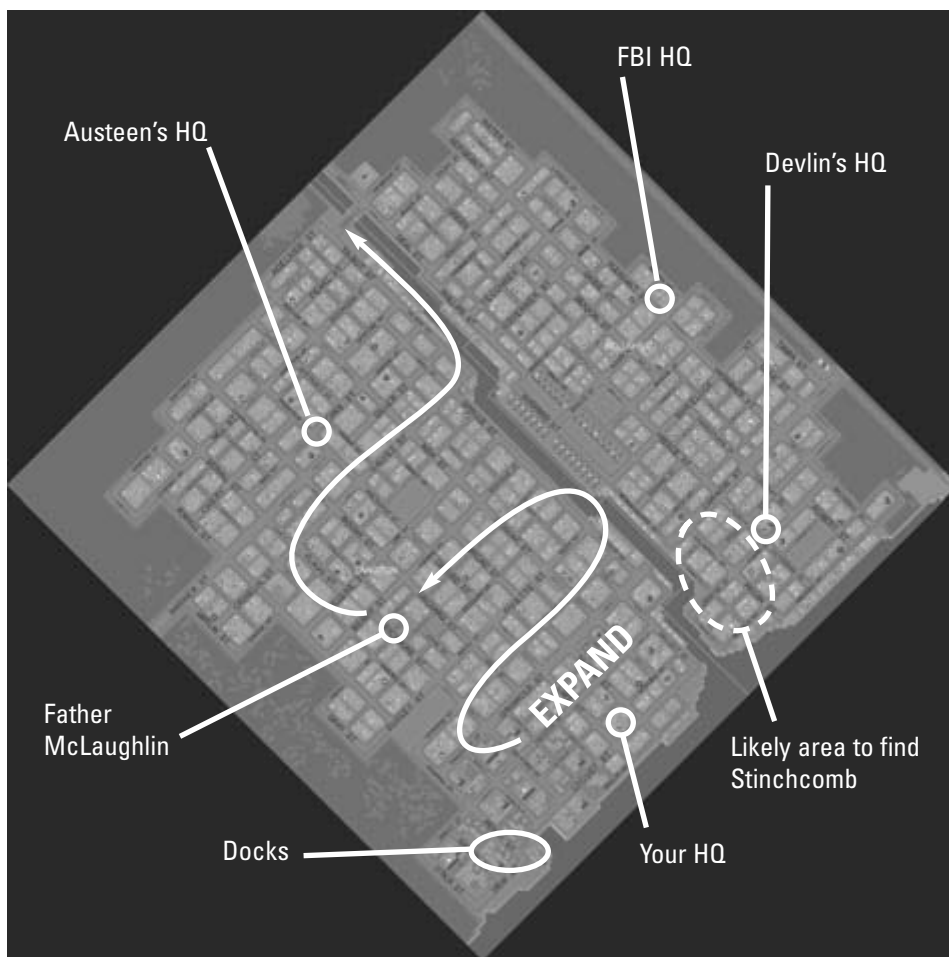
Bonus points can be allocated however you see fit.



Mission 17: The Bookkeeper

Lenchington is the home of Arthur Stinchcomb, Frankie Constantine's bookkeeper. If you kidnap Stinchcomb and hand him over to the FBI, the Feds begin moving against Constantine's illegal operations. A potential ally exists in Father Brendan McGlaughlin. If you can escort him to safety, he helps you any way he can.

You lost all your explosives in the move to Lenchington, although a shipment is due in three days. If you can retain your hold on the docks until then, the explosives are secured.



Your objectives are as follows:

- ♥ **Kidnap Stinchcomb and hand him over to the FBI. (Primary)**
- ♠ **Ensure that Father Brendan McGlaughlin lives. (Secondary)**
- ♣ **Ensure that you take the explosives shipment. (Secondary)**

The Book on Mission 17

- ☛ **Starting Money:** \$5,000
- ☛ **Family Members:** 5
- ☛ **Time:** 5 Days
- ☛ **Score:** 5000 points for kidnapping Stinchcomb and handing him over to the FBI; -1000 points if Father McGlaughlin dies; 1000 points for taking the explosives shipment; 3000 points maximum time bonus for completing the primary objective before 0700 hours on the third day.
- ☛ **Experience Points:** 4 points for handing over Stinchcomb to the FBI; 2 points for ensuring that Father McGlaughlin lives; 2 points for taking the explosives shipment.

Lenchington straddles a river on the coast of Temperance. Only one bridge crosses from Langton in the west to Bellshill in the east.

Joey Bane and Saul Austeen share Langton, with Austeen taking the larger slice by far. Father Brendan McGlaughlin lives in this district about a third of the way into Austeen's territory.

Connall Devlin controls Bellshill, in which Stinchcomb also lives. This district also contains the FBI headquarters.

*** HOT TIPS ***

- ♥ Bring a kidnapper along on this mission. You need him for two jobs.
- ♠ To receive the explosives shipment, you need to expand your territory as much as possible. This also gives you extra warning of incoming attacks.
- ♦ Your best bet is to expand through Austeen's territory in a serpentine pattern, as shown on your map.
- ♣ Once you've captured all Austeen's territory, start to concentrate on your primary goal. It's not vital to capture much of Devlin's territory.

Walkthrough



TIP: As usual, bombers are handy for this mission. However, bombs aren't available unless you complete the secondary objective.

A kidnapper is also crucial, and drivers with good combat skills can be very handy.

The first step in this mission is to deal with your unoccupied brewery. You already have a brewery to supply the casino, so this site is not essential at the moment. If you brought a good brewer with you, place him here to start selling to the local populace and making a profit. If you did not bring a brewer, recruit one from the newspaper. Alternatively, close down the site altogether.



Either staff this unoccupied brewery from the newspaper, or close it down and simply run it as a legal business.

Austeen has sealed his territory against you, so you have to fight your way out. You have access to plenty of muscle from the docks, so don't worry about losing muscle.

Buy a bulletproof car, load a gangster into it, and begin working into Austeen's territory. First, seize the brothel next to your territory, the available tenement block next to it, and the protection racket. The last of these gives access to extra muscle, and establishing the illegal businesses is a good idea. Be careful, however,

because the first of Devlin's and Austeen's attacks are likely to arrive down the street where the protection racket is situated.



This small cluster of Austeen's businesses makes a good first target.



TIP: Austeen's attacks come in waves. When you survive a wave, you can usually expect a little time before the next wave arrives.

Expect the first attacks to appear between 1500 and 1600 hours. You should concentrate your nonattacking gangsters at the border of your territory, and they should intercept these attacks.

When you have dealt with the enemy attack, take Austeen's hideaway to gain a building with healing abilities closer to the edge of your territory. Then claim the sites around it to straighten out your front line.



Taking the hideaway gives you a convenient place to heal your men.

As with all missions, explosives are not essential; they just make life easier! The cannery close to the docks controls explosives, and it is this site that Devlin tries to take to seize the explosives shipment for himself.

The best way to complete the secondary objective of receiving the explosives shipment is to expand your territory to get the best warning of an attack. Use the warning to intercept intruders, and put as much protection around the cannery as you can afford.

Straightening your territory perimeter places you within a short distance of Father Brendan McGlaughlin.

The sites surrounding Father McGlaughlin's church are all capable of supporting illegal businesses, so seize them from Austeen, and establish them for yourself; this ends all your money problems for the rest of the episode.

Send a kidnapper in a vehicle to McGlaughlin's church and kidnap him.



The best way to retain control of the docks is to build up your territory around them.

Load the kidnapper into the vehicle, and get him back to your hideaway. In return for his safety, McGlaughlin informs you of attacks from Austeen and Devlin and also gives you use of a house in Austeen's territory. This site also contains a hideaway where you can heal wounded gangsters and muscle without having to return to your territory.

Your territory should now be as large as Austeen's, and you should have no trouble finishing him off. Move up the river edge toward the hideaway and onto the bridge to isolate Austeen from Devlin and to give extra warning of Devlin's movements.

When you have separated the two mobsters, move in and kill Austeen with a typical office raid.

Austeen's death results in a number of smaller gangs becoming established in what was once his territory. If you missed the explosives shipment, or it has not arrived yet, you have to resort to picking



Kidnap Father McGlaughlin to keep him safe.

off the gang leaders and gangsters as they emerge or killing them with brute force.

Now it's time to move into Devlin's territory, which soon brings you into conflict with Fergus "Teeth" Sullivan. Devlin's henchman moves around in a bulletproof car, so take care to ensure you can confront him with the odds in your favor. Use a couple of gangsters in bulletproof cars to track him down.

Once you have taken a few sites in Devlin's territory, it is time to get Stinchcomb who is deep in Devlin's territory, and always accompanied by a number of guards.

Form two teams of gangsters and muscle with tommy guns, and place them in bulletproof cars. Place a kidnapper with muscle into a third bulletproof car. Use the first team to blast a path through Devlin's defending muscle and ambush Stinchcomb's guards. Make sure the path to FBI headquarters is also clear.

Once the path is clear, use the kidnapper to abduct Stinchcomb, and drive him to just outside FBI headquarters.

When your kidnapper arrives with Stinchcomb at FBI headquarters, simply walk into the building to hand over the bookkeeper to complete the mission.



Numerous bodyguards always surround Stinchcomb.

Wrap-Up

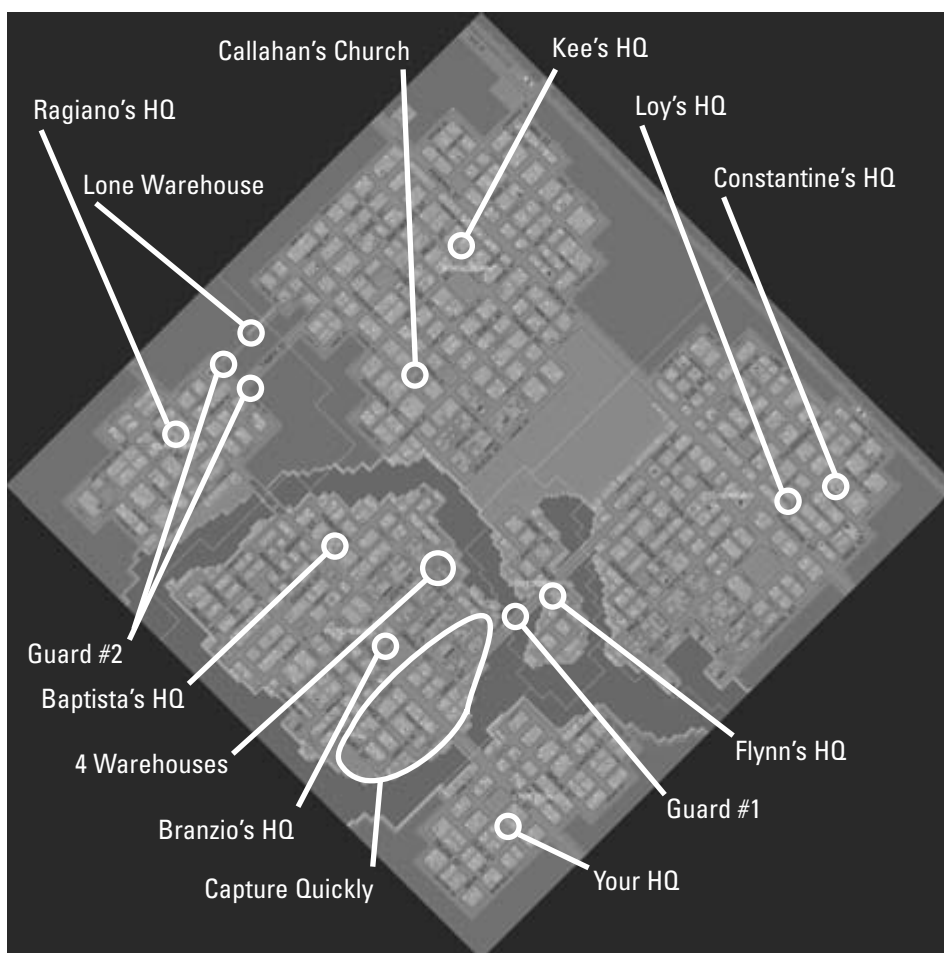
At the risk of sounding like a broken record, we'll again recommend scanning the newspaper for worthwhile gangsters, and replacing any gangsters without special skills. Use bonus points to improve your gangsters' combat and special skills.

Only assign bonus point to your business specialists if your gangsters' skills are perfect.

Mission 18: An Eye for an Eye

Alexandria is the home of Frankie Constantine's father, Antonio "Cobra" Constantine. Cobra Constantine is a notorious pimp who is responsible for all of Frankie's brothels. By giving you the chance to kill Antonio, this mission also gives you the opportunity for real vengeance.

In addition to the primary goal of killing Constantine, you have several subgoals. Try to kill Patrick Callahan, a gangster masquerading as a priest, who tries to rat you out to the police. You should also raid a set of enemy warehouses, destroy a rogue gang, and ensure that your ally, Sunny Flynn, survives.



Your tasks are as follows:

- ♥ **Kill Antonio "Cobra" Constantine. (Primary)**
- ♠ **Ensure that Sunny Flynn lives. (Secondary)**
- ♣ **Kill Father Patrick "Cursing" Callahan. (Secondary)**
- ♦ **Destroy the rogue gang lead by Abaldo "Buttons" Baptista. (Secondary)**
- ♥ **Raid the enemy warehouses (five parts). (Secondary)**

The Book on Mission 18

- ☛ **Starting Money:** \$5,000
- ☛ **Family Members:** 6
- ☛ **Time:** 5 Days
- ☛ **Score:** 5000 points for killing Constantine; 500 points if Flynn lives; 500 points for killing Father Callahan; 500 points for destroying the rogue gang; 500 points for raiding the enemies' warehouses; 3000 points maximum time bonus for completing the primary objective before 1400 hours on the fourth day.
- ☛ **Experience Points:** 4 points for killing Constantine; 1 point if Flynn lives; 1 point for killing Father Callahan; 1 point for destroying the rogue gang; 1 point for raiding the enemy warehouses.

Alexandria is a coastal city of six districts on the Temperance peninsula. At the mission's start, you occupy Crowton, a district in the very south of the city. Only a small area of the district is not occupied by you.

Lorenzo Branzio and Baptista, two leaders of smaller gangs, are both situated in Hutcheson, an island that connects Crowton to the rest of the city via Claremont and the small district of Montgomery. Hutcheson contains the majority of your enemies' warehouses.

Sunny Flynn, your ally, occupies Montgomery. The district is a small peninsula in itself and separates the territory of Branzio from that of "Lion" Loy in Stonehaven.

"Snake" Ragiano controls Claremont. It's in the west of the city and is one of the smaller districts.

Springburn is a large district in the north of the city. Controlled by "Moonlight" Kee, the district contains a wider assortment of illegal businesses than any other area in the city. A gangster masquerading as a priest, Patrick "Cursing" Callahan, lives under the protection of Kee.

Cobra Constantine and his lieutenant, Lion Loy, as well as all of the major municipal buildings, are in the district of Stonehaven, to the far east. You can access this district only by traveling through Montgomery or Springburn.

*** HOT TIPS ***

♥ Bring a driver along, and have him drive your bank robber to the various places you'll need to rob.

♠ This is another mission that requires abundant expansion. Be patient and guard your borders well.

♦ Several tasks in this mission take place in enemy territory, but you don't need to kill all your enemies. We recommend leaving both Kee and Loy alive.

Walkthrough



TIP: Take the usual crew of powerful gangsters into this mission. Be sure to include a bank robber and a couple of bombers. A driver can be handy as well.

You start in a reasonably comfortable situation when you enter Alexandria; you have a small amount of money to spare, muscle are available, and the police in your district are under your control. You need to get a move on, however; as the mission starts, Sunny Flynn makes a break for the free space next to your territory, and you need to assure that he succeeds.



Clear a path from this bridge to your territory, which allows Sunny to escape.

Equip as many gangster teams as your finances can support, and load them into bulletproof cars. Be quick about this; the first attacks are coming your way soon and they are serious!

Use the bulletproof cars to clear a path through Branzio's territory. Capture the circled area labeled "Capture Quickly." When you've captured the whole area, rest assured that whatever path Flynn takes, he is safe.

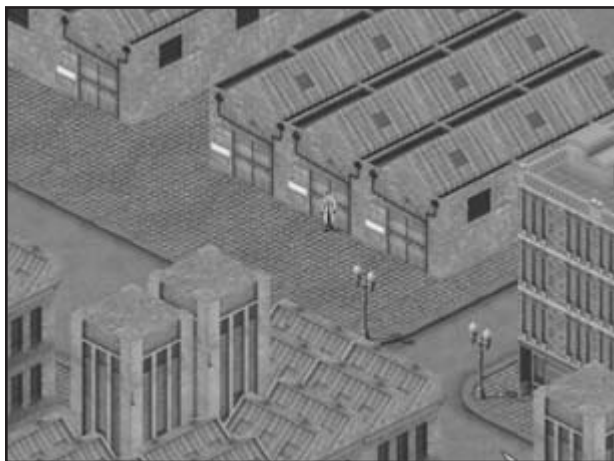


TIP: When Flynn makes his bid for safety at 0700 hours on day two, he is able to reach the unoccupied area of your territory without risk. In return, a new gangster appears in the newspaper. This is Simon "Flames" Tam, a superb gangster who you should recruit without hesitation.



TIP: Send a guard to "Guard #1" to prevent Loy and Constantine's men from bothering you from this point forward.

Now turn your attention to the enemy warehouses, which contain information you can use to influence the local judge and DA. The warehouses are situated in two areas: Four are situated in Branzio's area, and a fifth warehouse is on the border of Claremont and Springburn. Both of these areas are marked on the map.



These warehouses contain vital information you can use to influence the local judge and DA.

Of the four warehouses clustered in Branzio's area, the one farthest to the southeast contains documents on Ulysses Vittoria, the corrupt judge. Spying on any of Kee's sites provides this information. Drive a robber in a bulletproof car to this southeastern warehouse (at the spot

labeled "4 Warehouses"), and return the documents to your office to influence the judge.



TIP: If you put a driver in the car with your robber, you are able to avoid enemy patrols much easier.

Spying on any of Branzio's sites reveals that the warehouse on the border of Claremont and Springburn contains documents about the DA. Drive a robber to the spot labeled "Lone Warehouse," rob the warehouse, and get the documents back to your office. The DA also comes over to your side.

Once you have the documents back, you may rob the remaining warehouses at "4 Warehouses" to complete a secondary objective.

Once you have robbed all the warehouses, slowly expand through the rest of Branzio's territory, and kill him with a standard office raid.

With the death of Branzio, you find Hutcheson divided between yourself and a rogue gang led by "Buttons" Baptista. Baptista is a strong mobster, although his gang in itself is not. You should quickly raid his office, again using a pair of bombs through the doorway followed by a hail of gunfire to kill him off.

Now it's time to get rid of Snake Ragiano (leader of the yellow gang). Although he is tucked away in one corner of the map, Ragiano has been one of the main aggressors in the episode. This continues unless you deal with him.



Deal with Snake Ragiano via another office raid.

Send a few gangsters in bulletproof cars up the road into Claremont, wiping out the guards at Ragiano's office. Ragiano doesn't normally hold many guards in his office, so once the patrols and guards on the street are wiped out, Ragiano himself should pose no serious obstacle. Attack his office, preferably starting the attack with a bomb, then kill him.



TIP: Set guards at the two areas labeled "Guard #2," which keeps your territory safe from Kee's attacks.

The defeat of Ragiano means you have taken control of one side of the city. It also presents an opportunity to kill Patrick "Cursing" Callahan, the imposter priest.



This man isn't really a priest. You need to send a big team in bulletproof cars to kill him.

You can find Callahan and his gang members in the territory of Michael "Moonlight" Kee. Kee's territory is very well defended, so bulletproof cars are the order of the day. Muster together as many gangsters in bulletproof cars as you can, and send them to the boundary of Claremont. When Callahan is next on the move or in his church, send the teams on a direct route to intercept and kill him.

With Callahan out of the way, there is no real need to venture into Kee's territory again. You can now concentrate on your main objective: Cobra Constantine.

Constantine's office is deep in Loy's territory, and the gangster brothers Joe and Ben Ying permanently guard it. Loy's territory is not as difficult to penetrate as Kee's, so your teams in bulletproof cars should have no trouble getting to Constantine's office.

As usual, the attack on Constantine's office is best started with one or two bombs thrown into the building. When Constantine is dead, the mission is complete.

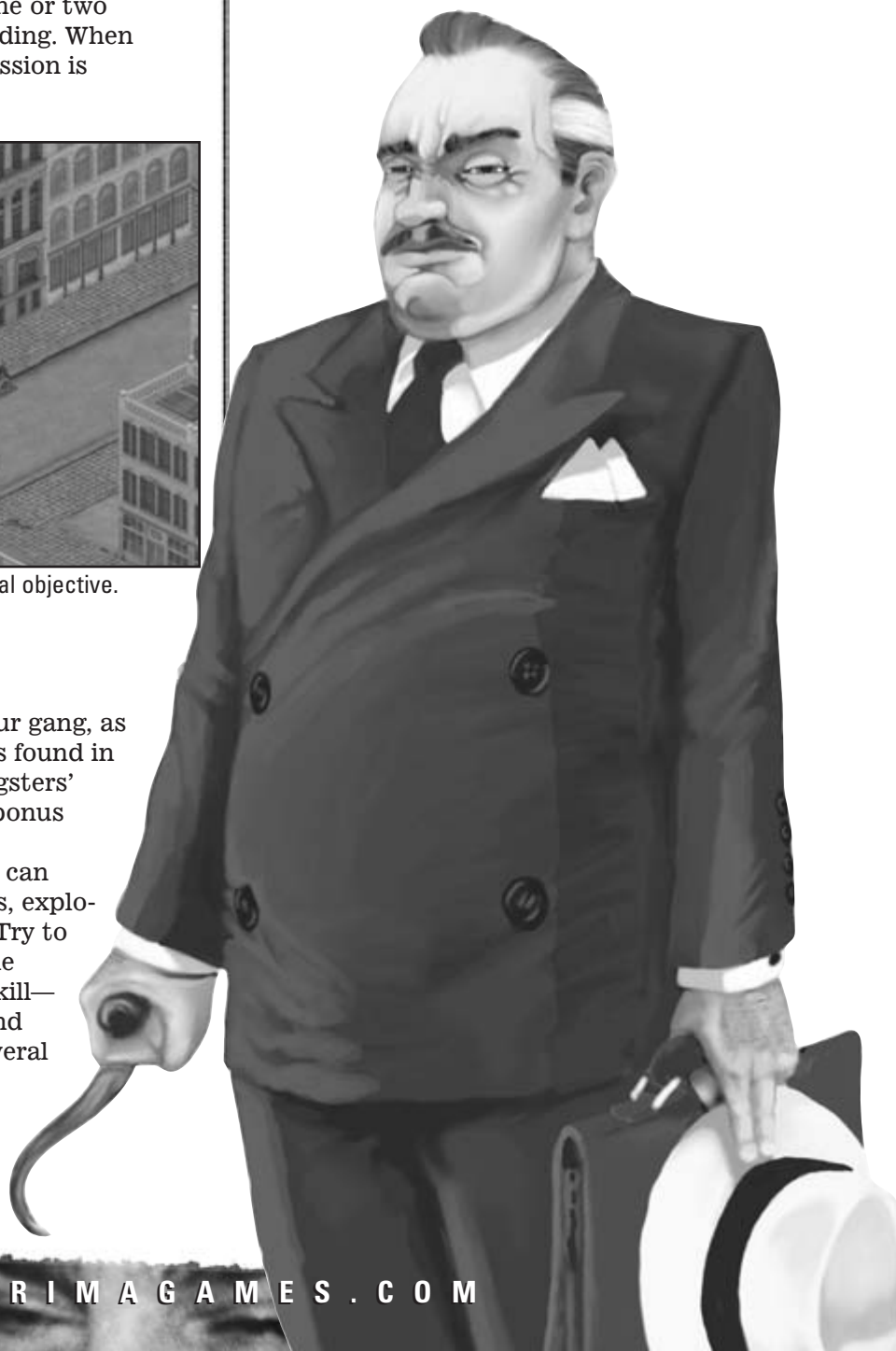


Cobra Constantine's office is your final objective.

Wrap-Up

Recruit Simon Tam into your gang, as well as any skilled gangsters found in the paper. Get the new gangsters' skills into shape with your bonus points.

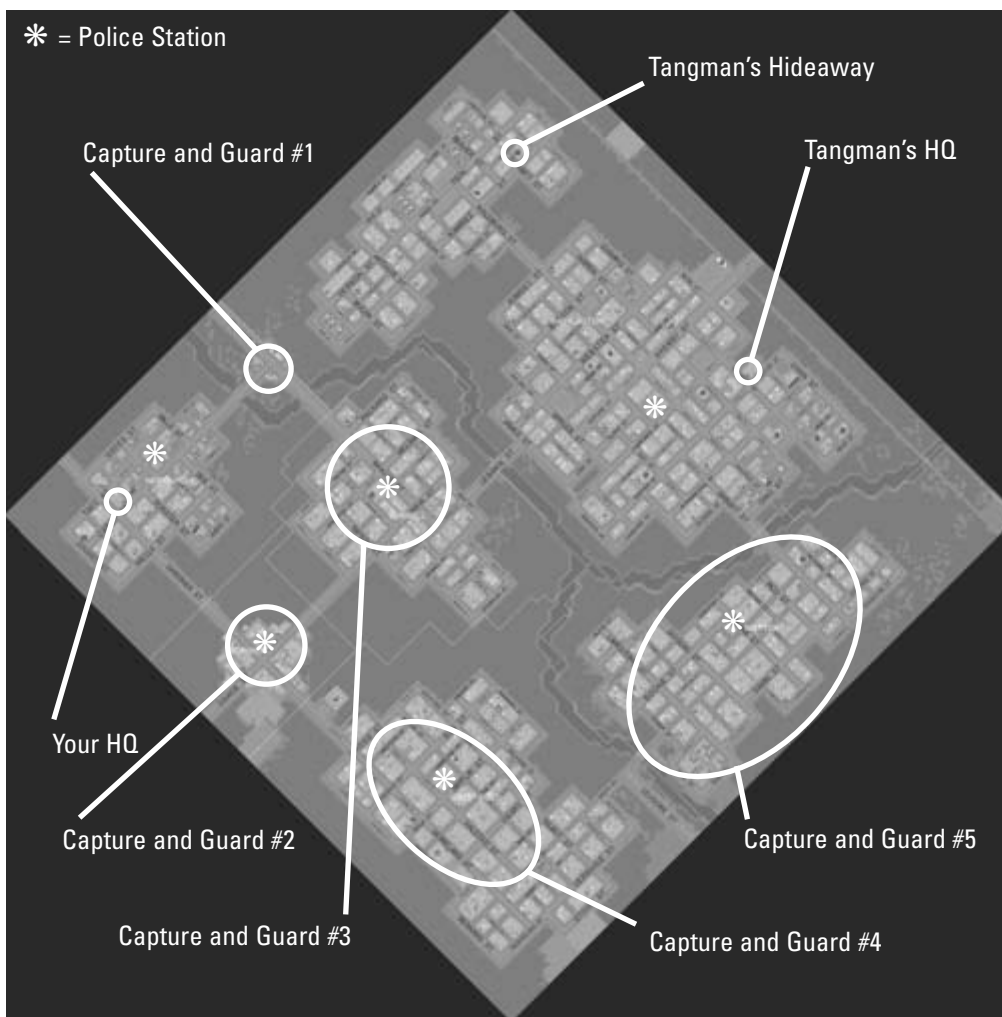
Remember that you can never have too many drivers, explosives experts, or assassins. Try to make sure that you have one gangster with every other skill—but these three skills can and should be duplicated by several gangsters.



Mission 19: The Fury

The death of his father has thrown Frankie “Hammer” Constantine into a rage. In a last ditch attempt to stop you, Constantine sends Joe “Siesta” Tangman to halt your progress at Rathington. The police are in Tangman’s pay and have orders to kill; luckily you already have control of the police in your starting district.

Your objectives here are to kill Tangman and his lieutenant, “Weasel” Canovari, and to influence all the police officials in the city.



Your tasks are as follows:

- ♥ **Kill Joe "Siesta" Tangman. (Primary)**
- ♠ **Kill Toni "Weasel" Canovari. (Secondary)**
- ♣ **Control all the police characters in the city. (Secondary)**

The Book on Mission 19

- ☛ **Starting Money:** \$5,000
- ☛ **Family Members:** 6
- ☛ **Time:** 5 Days
- ☛ **Score:** 5000 points for killing Tangman; 800 points for killing Canovari; 200 points for each influenced police character; 3000 points maximum time bonus for completing the primary objective before 0700 hours on the fourth day.
- ☛ **Experience Points:** 4 points for killing Tangman; 1 point for killing Canovari.

Rathington is a fragmented city with the city itself being very large, and all districts connected by a sparse road network.

You control the district of Newburgh, to the west of the map. Nearby and to the northeast is a small hamlet on the border of the main district of Rathington, which is controlled by Tangman. To the southeast is the small district of Berwick, also in the control of Tangman. Greenfield to the south, Burnell in the center, and Manton

to the east are larger districts, also all in Tangman's grip.

The district of Rathington occupies the north and northeast of the city

★ ★ ★ HOT TIPS ★ ★ ★

♥ This mission features brutal attacks, but the map has numerous small choke points suitable for defense. Loading up on defenders at these points is imperative.

♠ Attacks on your territory are strong enough that you may want to have defenders sitting in bulletproof cars.

♦ Take it slow and easy. The extreme isolation of each district makes it easy to consolidate your territory and defend it from attacks.

Walkthrough



TIP: This mission demands a pair of bombers and a charmer. Drivers are also helpful for getting around town, and an assassin is good for dealing with Weasel Canovari.

This mission is an onslaught. You need to remember that the police attack you as soon as you leave your home district and that Tangman attacks you at all times. Tangman also calls on squads of highly dangerous gangsters to attack you. Play

this city steadily, however, and Rathington is yours.

Unless you take very few people into this episode, you begin by losing money. Set up the loan shark in your area to help counter this deficit.



Set up the loan shark for quick profits.

You have a reasonable amount of time to expand before the first of Tangman's attacks, so move into the small hamlet labeled "Capture & Guard #1" on the map. Make sure you use at least one bulletproof car for this task; the hamlet may be small, but it is very well defended.



Take over this hamlet, and fortify it against a heavy attack.

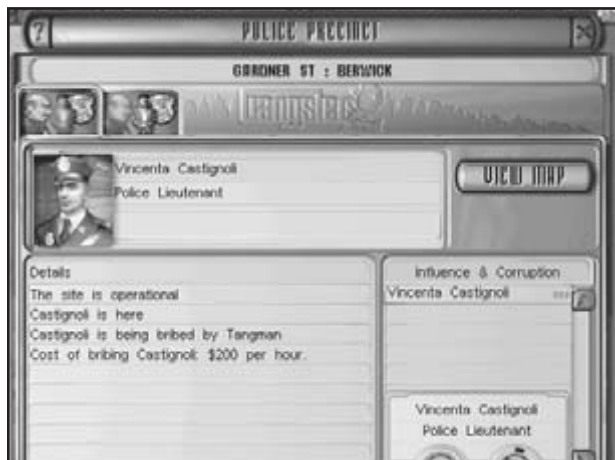
The hamlet provides extra income and serves as an advanced warning against attacks on your home district by Tangman.

The first of Tangman's gangsters appears in the hamlet at around 1300 hours. By 1400 a swarm of enemy mobsters heads toward your territory. For defense, pack as many gangsters as you can into this hamlet. Use bulletproof cars as defensive posts. Recruit "cannon fodder" gangsters from the newspaper, and use them to soften the assault; if anyone dies in the attack, it should be them. It is essential that the loan shark survives, because he is your major source of income.

Repair any damage from the initial attack, leave a couple of guards in the hamlet, and then move down into Berwick, labeled "Capture & Guard #2" on the map. Expect heavy defense in the district, so bulletproof cars and tommy

guns are required again. Don't stretch your resources, however; the next of Tangman's attacks is on the way by nightfall.

Open the loan shark in Berwick, and place a specialist in the site. Then send a charmer to influence the nearby police lieutenant, thereby holding power over two of the six required police officials. Remember that the police have a "shoot to kill" policy, so make sure your charmer is alone when he enters the station!



Influence the police official in every district you capture.

Move northeast into Burnell, labeled "3" on the map, and defend against Tangman's attacks in the meantime. Taking this district allows you to move your front lines forward, increase your income, and gives access to another police character to corrupt.



TIP: Note that the guards at the hamlet ("Capture & Guard #1") can now move forward.

Slowly expand down into Greenfield ("4" on the map) and then Manton ("5" on the map), bribing the police lieutenants as you go. It is not essential to take over these districts completely, and you'll find you cannot spare the gangsters necessary for this task. So just clear the path to the police precincts and bribe the lieutenants.

Once the police of Manton and Greenfield are in your control, you are left with just the district of Rathington itself. It is time to concentrate on killing Weasel Canovari.

Somewhere in Rathington is Toni "Weasel" Canovari, Tangman's highly effective gangster. Canovari is superb in both combat and assassination, so taking on this character is risky.

shift-click on Tangman's office to find out where Canovari is (selecting Canovari's name in the gangster panel shows you his position in the city). Send as many bulletproof cars as you can spare into Rathington to hunt him down, or alternatively, use one of your own assassins to bring down Canovari. Leave your men in their cars for the attack, and try to catch Canovari out in the open.



shift -click on Tangman's office, and select Canovari's name to determine where he is.

The death of Canovari not only completes the secondary objective, but it also gives you another option to achieve your primary objective. The hit man "Florida Bob" offers to attempt a hit on Tangman for just \$10,000 (he may have been available for hire before, but his price was much higher). Tangman's constant moving makes it very difficult for Florida to track him down, so don't depend on Florida on his own, but if you can spare the funds, it is worth sending this killer after Siesta Tangman.



Florida Bob lowers his price for a hit after you kill Toni Canovari.

At this point you want to finish the secondary objective of influencing all police officials. Clear a path to the police headquarters in Rathington, and then send a charmer in to bribe the police chief, who is the final police character to influence. Control of all the police means you need never enter combat with them again and are safe to do whatever you want in the city.

Eventually, your attacks lead to Tangman fleeing to his hideaway. Even if you have hired Florida Bob, don't sit and wait to see if he manages to kill Tangman. Send a crew of several gangsters (at least two of whom are bombers) in bulletproof cars through Tangman's territory until you get to his hideaway. Strength is the essential quality here; Tangman's guards use tommy guns, and the distance you have to cover to reach Tangman's hideaway is substantial. Bulletproof cars are a must for this mission, as are tommy guns and a pair of bombers.

Once at Tangman's hideaway, first make sure he is still inside (he may return to his office if his gangsters make some progress against your territory). If he is still in the hideaway, throw as many bombs into the site as possible, and then stand well back.

If Tangman survives the explosion, use your gangsters to finish him off. The mission is complete.

Wrap-Up

Your gang should now be more or less set for the finale. If you lost anyone here, replace him or her from the newspaper. Otherwise, you shouldn't need to tinker with your roster too much.

You probably won't have much to do with your bonus points, but that's fine. Just pour the points into any skills that still need improvement, and move on to the next mission.



**FINAL
EDITION**

Chapter 9

**2 CENTS
ONLY**

2 cents in the State of Temperance 3 cents elsewhere

★ ★ ★ ★ ★

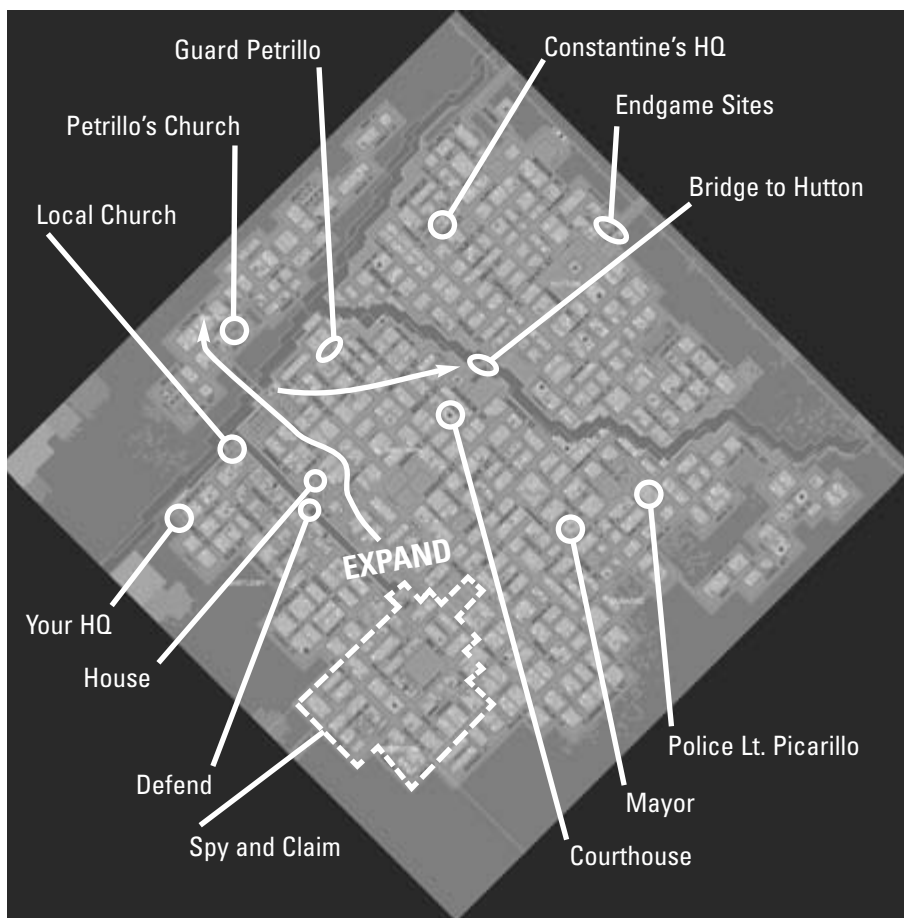




Act 5: The Final Act—Walkthrough

The final act takes place exclusively in Frankie “Hammer” Constantine’s hometown—the city of New Temperance. This act allows you to complete your trail of vengeance and seize control of the entire state.

This act consists of either one or two missions. If you manage to kill Constantine in the first mission, the game ends successfully. If Constantine escapes, however, you play an extra mission in which you get another shot at him.



Mission 20: End of the Line

This mission takes place in New Temperance, the home of Frankie “Hammer” Constantine, the man ultimately responsible for the death of your father. It’s time to get even.

Your primary objective is simply to kill Hammer, though your secondary objectives include preventing two other gang bosses from attending a meeting hosted by Constantine.

Your goals are as follows:

♥ **Kill Frankie “Hammer” Constantine.**
(Primary)

♠ **Stop Xiao Min “Slim” Jung.**
(Secondary)

♣ **Stop Hans “Shark” Wanninger.**
(Secondary)

The Book on Mission 20

☛ Starting Money: \$5,000

☛ Family Members: 7

☛ Time: 7 Days

☛ Score: 5000 points for killing Frankie “Hammer” Constantine; 1000 points for stopping Xiao Min “Slim” Jung; 1000 points for stopping Hans “Shark” Wanninger; 3000 points maximum time bonus for completing the primary objective before 0800 hours on the fifth day.

☛ Experience Points: None

New Temperance is a huge, dense city. It doesn’t have as many limiting geographical features as other cities have in the past, so aside from a few isolated side districts, it’s generally a wide-open place. This makes defense trickier than in cities featuring easily-controllable bridges and other choke points.

You control Bartlemy, a district of average size in the southwest of the city, which contains many industrial sites. Bartlemy is separated from the central district of Downtown by a canal, over which a foot-bridge provides access to the larger central areas.

Waterside is a western district of average size and is clearly divided from the rest of the city by water. Accessed by a bridge over the river, the district is the home of Father Octavie Petrillo, a priest who’s a fervent opponent of Constantine (and crime in general).

The three largest districts are in the center and east of the city, and they are all controlled by Constantine. Downtown, Dunning, and Hutton are all densely packed areas; in the north you find Hammer Constantine’s office and the army barracks.



★★★ HOT TIPS ★★★

♥ You need to use spies to find out how to stop Jung and Wanninger from meeting with Constantine. This is fully explained in the walkthrough.

♠ Police and priests both inform the FBI if you establish illegal businesses in their areas, so bribe them before doing so.

♦ Your starting district is safe; the police lieutenant there has been bribed.

Walkthrough



TIP: You want to bring any getaway drivers and assassins you have along on this mission, as well as one charmer.

From the outset of the episode, your gang members all have high notoriety. This requires all movement outside your district to be made with care. The police vary in density across the city, so avoid the more police-intensive areas in the beginning. You are already bribing Police Lieutenant Hiram Bernstein in Bartlemy, so treat this entire district as your safety zone.

First, send a charmer to bribe the priest in Bartlemy, your starting district.



You need to bribe priests in this mission, lest they report illegal businesses to the FBI.



TIP: The FBI receives reports from priests and police if you establish an illegal business in a district where you are not influencing both characters. You've already paid off the police lieutenant in your area, but you still need to influence the priest.

Once the priest has been bribed, you can set up the loan shark. A specialist with five stars in running a loan shark (such as the one conveniently waiting in your office) generates over \$1,100 every hour, more than offsetting the cost of bribing the priest.

Next, place gangsters in vehicles, then return them to your office and sell the vehicles: at this stage of the game, it's bulletproof cars or nothing!



Sell lesser vehicles and buy bulletproof cars.

If you have getaway drivers, load them into bulletproof cars, and use them as interceptors of Constantine's attacks. Park them near the spot labeled "Defend." The first attack comes over the footbridge from downtown at about 1330 hours, so have the bulletproof cars and any available assassins ready to meet them.

With half your gang protecting the entrance to Bartlemy from Downtown, send the other half into Anderston (labeled "Spy and Claim" on your map) to seize control of that district. Don't just capture buildings, though; always spy on them before claiming them. Your spy begins to uncover details of the meeting between Constantine, Slim Jung, and Shark Wanninger, the two mobsters from out of state.



Spy on buildings before claiming them.



TIP: This is important so we repeat it: You need to use spies to find out how to stop Xiao Min "Slim" Jung and Hans

"Shark" Wanninger from attending a meeting with Constantine. Spy on sites before you attack or claim them.

The third message from your spy informs you that Constantine is getting nervous and is preparing to flee; don't worry about this at the moment. Just remember it as you expand into Anderston. Also, keep a sharp lookout for the bulletproof cars of Constantine's mob, and avoid them at all costs!

By the time you have captured Anderston, you should know most of the information available to your spy, and you should be in a position to stop Jung and Wanninger. Before you do, however, there

is an opportunity to dramatically increase your income and territory.

One of the messages from your spy says that Father Octavie Petrillo will come over to your side if you take the first sites in Waterside. Expanding in this direction is tough, but ultimately worthwhile.

Using gangsters on foot, take control of the house across the canal footbridge (after you have spied on it). With these gangsters guarding the bridge, move your bulletproof cars around the canal, and send them along the path labeled "Expand" on the map. Claim the sites with other gangsters as the cars slowly advance. Be warned that Constantine also has bulletproof cars on patrol along the canal edge, so keep your gangsters on foot out of range and use your own bulletproof cars to wipe them out. You may need to go to your office to heal and recruit fresh muscle.

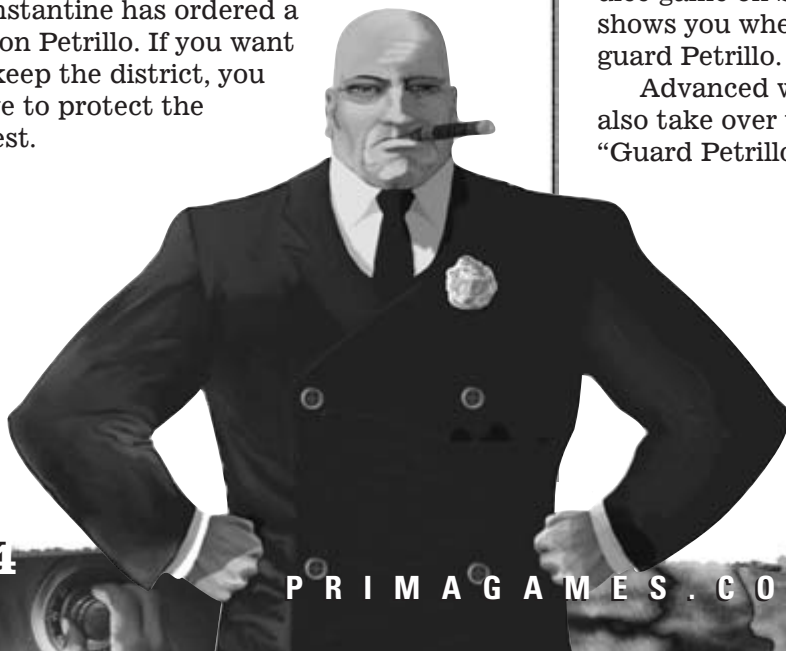
Expand up the side of the canal, taking the first sites in Waterside. On doing this, the whole district suddenly becomes yours! A message arrives stating that Constantine has ordered a hit on Petrillo. If you want to keep the district, you have to protect the priest.



Take a few sites in Waterside and suddenly the whole district sides with you.

The priest is at his church by day. You can protect him by placing gangsters at the entrance to the district. If it is nighttime, position gangsters to protect the approach to his home (Petrillo works in the church in Waterside, but he lives in a tenement block just over the river on Richard Street, which is opposite the dice game on Shebby Street). The map shows you where to place gangsters to guard Petrillo.

Advanced warning helps, so you should also take over the speakeasy next to the "Guard Petrillo" spot.





You need to guard Petrillo if you want to keep Waterside.



TIP: If Petrillo dies, the district reverts back to Constantine, and you have to take it by force. If you can defend the priest, your income increases by close to \$1,000 every hour! Just refrain from attempting to set up any illegal businesses; Petrillo does not like crime and does not welcome Constantine's replacement being every bit as corrupt.

Once Petrillo is safe, start moving through Constantine's territory toward the bridge leading into Hutton. Arrows on the map point the way. Claim sites as you go, continually moving up your defenses to guard your front lines.

Claim the sites around the bridge, but be careful not to get involved in a gunfight for the bridge. With gangsters, police, and army troops with armored cars,

Constantine's defense here is very strong. Just do enough to isolate Hutton from the remainder of Constantine's territory, so you get a warning about any gangsters heading into the Downtown district.



TIP: Make sure you have achieved all this by the end of Tuesday. Otherwise, you have to defer the isolation of Constantine for now and concentrate on stopping Slim Jung and Shark Wanninger.

Now that Constantine's territory has effectively been split, concentrate on stopping Jung and Wanninger from meeting with Constantine.

One of the messages from your spy says you can stop Jung if Constantine loses control of the southern district. This requires you to influence the mayor and the police lieutenant in the district of Dunning (the police lieutenant is named Rinaldo Picarillo).

Attempting to influence the police lieutenant with one of your family members only results in his arrest—remember, all of your gang started the mission wanted by the police. You could hire a new charmer from the paper, but a more effective method is just to bribe the mayor. Lieutenant Picarillo and all the other police in the city instantly become influenced once the mayor is on your payroll. (The three pairs of police outside of city hall should not pose any obstacle to your charmer, simply gun them down and walk inside.)



Send a charmer to influence the mayor.

Once the mayor and the police lieutenant have been influenced, Jung refuses to appear for the meeting, and one secondary objective is complete.



TIP: If you failed to stop Jung this way, the only other method left is to kill him before he gets to the casino located deep in Hutton.

Now it's time to stop the other mob boss, Shark Wanninger. As with Jung, you receive a message from your spy informing you how to stop Wanninger: Influence the judge (Maxwell Bonner) and the DA (Joseph Grymes) in the courthouse in the Downtown district, plus influence the police chief (Dale Medellin) in the same district.

When you bribed the mayor, you automatically took control of all police officials in town, so don't worry about bribing Dale Medellin. Just worry about the judge and DA, both located at the courthouse.



TIP: If you want to end the game with this mission, assemble several armored cars with tough gangsters inside, and park them just south of the bridge to Hutton. If you don't mind playing another mission, you can ignore this step.

The courthouse is not protected itself, although its presence close to the bridge into Hutton means you need to be careful of armored cars in the area. Send a charmer to the courthouse, and bribe both the judge and DA to complete this objective.

With the completion of the two secondary objectives, Frankie "Hammer" Constantine attempts to flee the city, and the army pulls back their armored cars. You receive a message stating that your new objective is to take the two buildings at the edge of the city. If you are quick, though, you can intercept Constantine and end your fight here and now.





Constantine attempts to flee at this point.

If you have assembled your bulletproof cars close enough to the bridge, make a mad dash to the far side of Hutton, and intercept Constantine as he tries to escape. Gun him down to end the game and claim victory!

If Constantine escapes, don't worry. The two sites you need to capture are the hotel and the department store at the far edge of the map on Mew Street. They're labeled "Endgame Sites" on your map. Move teams in bulletproof cars up to these two sites, kill the guards, and claim the buildings.

Constantine is now trapped, but you have to postpone your vengeance for one more mission.

Wrap-Up

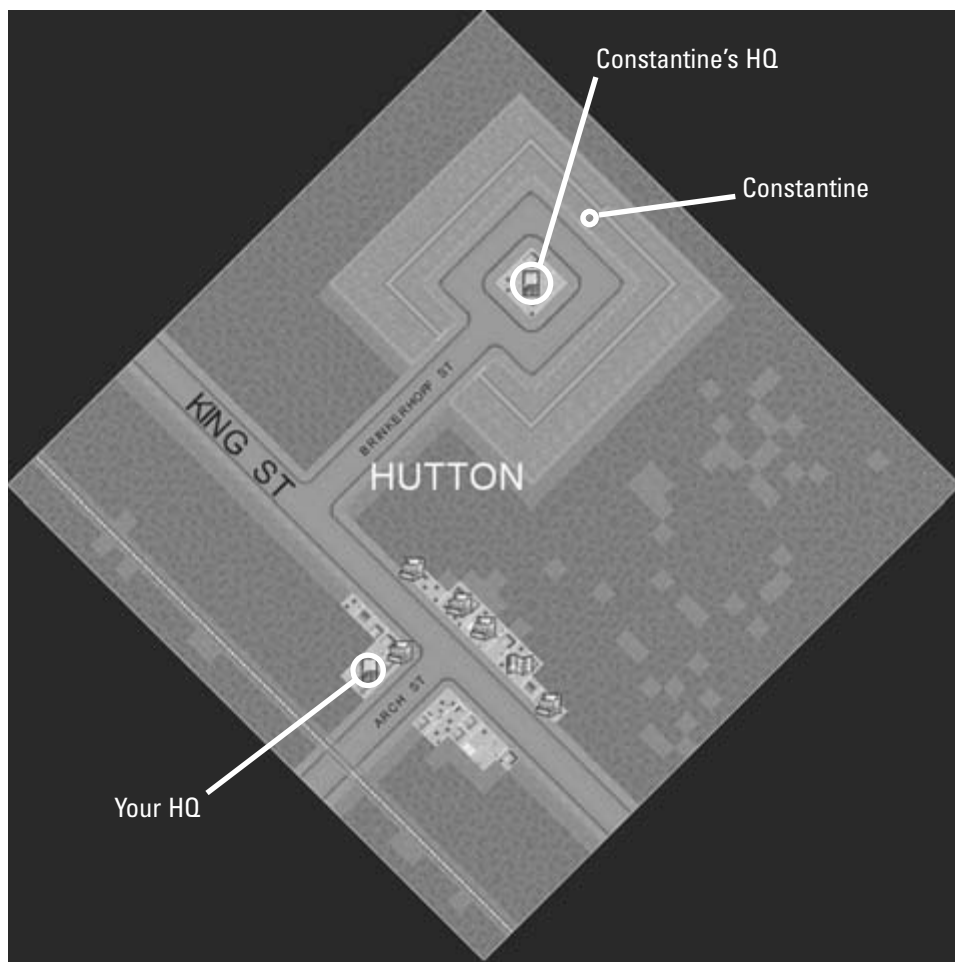
There's no wrap-up after this mission. Either you've already won the game, or you're taken straight to mission 20B.





Mission 20B: Alternate Ending

This mission takes place in the backwaters of New Temperance at the hideaway of Frankie “Hammer” Constantine. Trapped, he prepares to make his bid for freedom. With only two muscle to accompany you and a war chest of \$50,000, can you stop Constantine and complete your vengeance?



You have just one objective:

♥ **Kill Frankie “Hammer” Constantine.**

The Book on Mission 20B

- ☛ **Starting Money:** \$50,000
- ☛ **Family Members:** Everyone from the previous mission
- ☛ **Time:** Until Constantine flees or is killed
- ☛ **Score:** 10,000 points for killing Constantine
- ☛ **Experience Points:** None

Episode 20B takes place at Hammer Constantine’s hideaway at the back of Hutton, the most eastern district of New Temperance. You only enter this episode if you failed to kill Constantine in the previous episode but did manage to take the hotel and department store leading out of New Temperance.

★ ★ ★ H O T T I P S ★ ★ ★

♥ The strategy is simple; just read our walk-through and victory is yours.

♣ This is a very quick mission, so failing the first time is no big deal. Just start over and try again.

As the mission starts, you have just taken control of the businesses close to Constantine’s hideaway, a fortress-style house surrounded by a small area of parkland. Constantine himself stands by his bulletproof cars at the back of the house, ready to flee.

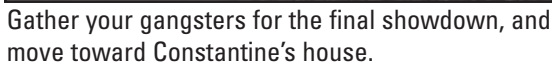
♣ **This is a very quick mission, so failing the first time is no big deal. Just start over and try again.**

Walkthrough

This mission carries over your gangsters from the previous mission. You have a war chest of \$50,000, but you are also losing money faster than you are making it, unless very few gangsters survived to join you here. That’s okay though, because this is an extremely fast mission.

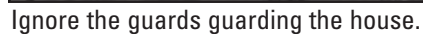


TIP: Constantine either flees when forty-eight hours have passed or you make advances down the road toward his hideaway. He gets in his bulletproof car with his two muscle and attempts to leave the area while avoiding your gangsters (that is, he drives northwest).



Pack as many gangsters as you can into your car, leaving the rest behind. If you have a getaway driver, he should definitely go in the car, as should gangsters with tommy guns. Fire Joey's muscle; it's more effective to have all gangsters in the car than a mix of gangsters and muscle.

Send the car down the road toward Constantine's hideaway. When your forces are about halfway down the tree-lined street leading to his house, the guards at the front of Hammer Constantine's hideaway begin running toward you and firing. Ignore them.



Try to catch Constantine before he flees to the relative safety of his car.

If Constantine manages to get into his car, attack it. You have so many gangsters in your car that you can quickly destroy it.

Congratulations—you are now the top gangster in the state of Temperance!



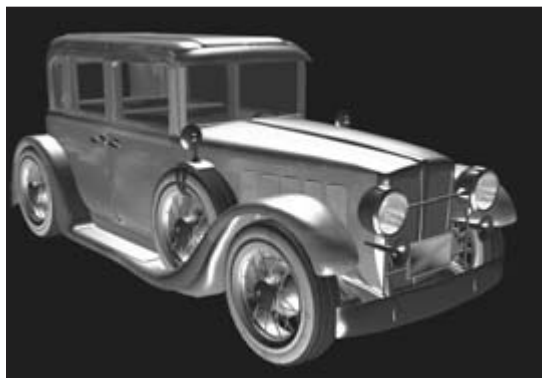
TIP: The other strategy only works if you have numerous gangsters. It's simple: Ignore the car, and walk all your gangsters toward Constantine's estate. When the guards guarding the estate approach your gangsters, kill them.

Now wait by the road. When Constantine's car approaches, attack it en force. You are able to kill Constantine before he drives past.

Regardless of which strategy you use, the death of Constantine brings your quest for revenge to an end.

Wrap-Up

The only things left to do now are to watch the endgame movie and congratulate yourself as the credits roll. Afterward, now that you have plenty of practice at being a ruthless gangster, you might want to fire up a multiplayer game of *Gangsters 2*.



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Multiplayer Gangsters 2

While the single-player campaign is the highlight of *Gangsters 2*, you can also challenge your friends in multiplayer contests. This chapter gives you a sense of what to expect in multiplayer games, explains the different game types, and provides tips for success.

Don't worry—multiplayer *Gangsters 2* is in many ways simpler than the single-player campaign. Multiplayer mode is all about combat and fast action, so the rules are minimal and easy to grasp.

Multiplayer Gameplay

When you start a multiplayer game, open the Recruiting and Equipping menu by clicking on the button (with a picture of a pistol) in the lower-left part of the screen. This leads to three submenus: Hire Gangster, Gangster Details, and Resources.

Hiring Gangsters



You can hire gangsters with a wide range of skills.

To hire a gangster, use the submenu on the far left with the heading Hire Gangster. Select from an assassin, bomber, driver, or standard gangster. You have the option of hiring each type of gangster with various levels of experience: little experience (1 star), medium experience (3 stars), or maximum skill (5 stars). Hiring more experienced gangsters will cost you more money. Don't worry about running out of gangsters; you will never run out of gangsters to hire, just cash to pay them with.

After you make your choice, you see details about the new hire in the Gangster Details submenu. If you ever need to get rid of a gangster, use the Sack button in this menu.

Equipping Your Gangsters



The right equipment is always essential.

To equip your gangsters with muscle, guns, and vehicles, select the appropriate gangster by clicking in the gangster's window at the top of the screen. In the resources submenu to the far right, you see three tabs—"Hire Muscle," "Buy Weapons," and "Buy Vehicles."

Each muscle costs you \$100. You also see a gold button with "x 4" on it. Clicking on this button buys you four muscle at a time.

All gangsters come equipped with a pistol, but you should buy them some better firepower, such as a tommy gun, which costs \$700. You have an endless supply of weapons to choose from, but not money to buy them, so choose wisely. The gold "x 5" buttons buy you five of the same weapon at once.

When choosing vehicles, you may pick from a sedan, truck, roadster, or bullet-proof car.

One last thing: If you're in a pinch and running low on cash, you can always sell back any items you bought for each gangster by using the silver buttons in the "Gangster Details" submenu. These buttons appear next to each item associated with the selected gangster.

Game Types



Select one of three game types.

The type of game you play affects your strategy. Here's a brief look at the three multiplayer game types and the things you should bear in mind as you play each.

Deathmatch

Deathmatch is combat, pure and simple. Bulletproof cars and fast drivers are a must, because they help you get your gangsters into position quickly and safely.

Attack small groups with large groups, and try to lure the enemy into situations in which he or she is outnumbered.

The creative use of rifles can be another effective technique; equip some of your gangsters with rifles, and try to keep them at long range so they can snipe at passing enemy gangsters.

Ultimately, you develop your own tactics. It's a simple game, and there's plenty of room for personal strategies.

Territory

In Territory games, the first player to claim a preset number of businesses on the map wins.

Approach a Territory game just as you would expansion in a single-player game. First advance into adjacent territories that are easy to defend, look for easily controlled choke points that you can bottle up with a few gangsters, then position gangsters near your borders so they can intercept incoming gangsters who try to damage your businesses. Remember to devote a few gangsters in cars to the task of picking apart enemy defenses and damaging enemy businesses.

Defend and Destroy

Defend and Destroy games are similar to Territory games, except that you start with all the businesses you're going to

own. The focus, therefore, is on defending what you've got, while counterattacking enemy territory.

Remember that combat is still very important. If you spread your forces too thin in an attempt to defend all of your territory, your gangsters will be killed, allowing the enemy to take over your territory. Try to strike a balance between covering a reasonable area and keeping your gangsters close enough together that they can help one another in combat.

Multiplayer Tips



Combat in multiplayer games is similar to combat in single-player games.

Multiplayer games are hard to plan for because your strategy is partially determined by what your opponents are doing. The best rule is to pay close attention to what your opponents are up to whenever you play, especially if your opponents are beating you. Learning from opponents is the best way to learn.

To get you started, here's an assortment of tips on various topics. Try these suggestions to get a good start in multiplayer *Gangsters 2*.

- ☛ Hire good drivers for all of your cars. This gives you a terrific advantage, because the drivers can be two to three times as fast as anyone else in the game.
- ☛ Hiring muscle to guard your buildings at the outset helps delay your attacker's attempts to take over those buildings.
- ☛ In a game of Territory, begin taking over territory immediately after starting the match. If the "Territory Money," option is enabled, you start to earn cash right away.
- ☛ Keep your main gangster hidden in your office unless you really need him, or use him only as backup for fights you know you can win. If you lose this guy, the game is over.
- ☛ As in the single-player game, claim territory near your office; it is much easier to guard and control adjacent businesses than randomly selected businesses.
- ☛ Buy a truck and put two gangsters with four muscle each in it. Use this truck to overwhelm your opponent with numbers; they don't know how many people you have inside.
- ☛ After taking over a business and putting muscle in front to guard it, hide a gangster with his muscle inside the site. When enemies approach, they only see the muscle outside and might think it's an easy target. Once they try to take the site, you can surprise them by bringing your gangster out of the building.

- ☛ Use assassins on gangsters standing on the street, not on gangsters who are in cars. Remember to use the Assassinate button for this.
- ☛ Hide a bomber in a vacant building near one of your sites. When your opponent drives up and parks the car, wait until the gangsters get far enough away, set up a car bomb, then run back inside the building for cover. When the enemy gets back in the car, detonate the bomb by placing the mouse cursor over the car with the bomb in it. You only have a limited time to do this before the bomb automatically defuses, so timing is everything.
- ☛ Blow up or steal as many enemy cars as possible. This helps drain your opponents' money and leaves their gangsters out in the open.
- ☛ Bulletproof cars are always worth the investment, so use them extensively.
- ☛ Tommy guns are always worth the money. It is usually better to have a small group with tommy guns than a larger group with lesser weapons.
- ☛ When attacking a single target with two groups of gangsters, try to attack from opposing sides.
- ☛ Don't spread your forces too thin, especially on big maps.
- ☛ Running away can be an effective way to lure the enemy into a larger group of your gangsters.
- ☛ Watch your opponents and learn from their strategies! This is perhaps the biggest key to success in multiplayer games.

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Quick Reference Tables

This section contains all the tables from previous chapters for quick reference, in addition to more detailed weapons tables than elsewhere in the book.

Crimes

Major Crimes

Crime	Activating Command	Investigated By
Murder	Kill, Assassinate	Police
Causing an Explosion	Bomb, Booby-Trap	Police
Abduction	Kidnap	Police
Corruption	Bribe, Influence	FBI
Illegal Businesses	Running an Illegal Business	FBI

Persuasion and Kidnapping

Persuasion Skills

Character	Necessary Persuasion Skill
State Governor	5 stars
Mayor	4+ stars
Police Chief	3+ stars
Prison Governor	3+ stars
Judge	3+ stars
Army Colonel	2+ stars
DA	2+ stars
Police Lieutenants	2+ stars
Priests	1+ star
Any other character available for influence	1+ star



Effects of Influence

Character	Typical Bribe Price	Effects
State Governor	\$1,000 /hour	The mayor, the police chief, and all police lieutenants automatically become persuaded.
Mayor	\$500 /hour	The police chief and all police lieutenants automatically become persuaded.
Police Chief	\$300 /hour	Gang members are not arrested in the police chief's district.
Police Lieutenant	\$200 /hour	Gang members left at police headquarters by the FBI are released. "Shoot to kill" orders are not obeyed. Warnings are given about FBI raids. Gang members are not arrested in the police lieutenant's district. Gang members left at the precinct by the FBI are released. "Shoot to kill" orders are not obeyed.
Judge	\$300 /hour	Gang members found guilty of minor crimes are released. If both the judge and DA are influenced, gang members guilty of major crimes are also released.
DA	\$300 /hour	Gang members found guilty of minor crimes are released. If both the judge and DA are influenced, gang members guilty of major crimes are also released.
Prison Governor	\$200 /hour	Allows the gang leader to buy the freedom of imprisoned gang members.
Army Colonel	\$100 /hour	Army soldiers join in combat against enemy gangs.
Priest	\$100 /hour	The priest does not report illegal businesses to the FBI (this works only in missions in which the briefing makes it clear that the priests will report illegal businesses).

Businesses

Building Types

Building Category	Appearance on Map	Notes
Municipal Sites	Gray	Are also represented by icons.
Residential Sites	Pale Gray	Includes houses and tenement blocks.
Industrial Businesses	Brown	—
Commercial Businesses	Light Brown	—
Resource Sites	Icons	Includes gunsmiths, auto dealers, and recruitment sites.
Key Sites	Icons	Can be residential, commercial, or industrial sites.
Illegal Businesses	Icons	Are situated in residential, commercial, or industrial sites.



Resource Sites

Resource	Available From	Icon	Notes
Weapons	Gunsmith	Bullet	Can trade in any weapon, but normally stocks only shot guns and rifles.
Vehicles	Auto Dealer	Car	Can trade in any vehicle, but normally stocks only trucks, sedans, and roadsters.
Muscle	Gym, Pool Hall, Labor Exchange, Docks	Shaking Hands	The labor exchange and the docks typically have more muscle for hire than pool halls and gyms.

Business Skills and Associated Businesses

Skill	Illegal Business	Notes
Brewer	Beer Brewery	Producer
Card Sharp	Card Game	Beer and Liquor Consumer
Casino Manager	Casino	Beer and Liquor Consumer
Craps Croupier	Dice Game	Beer and Liquor Consumer
Distiller	Moonshine Still	Liquor Producer
Gambling Den Manager	Gambling Den	Beer and Liquor Consumer
Loan Shark	Loan Shark	Stand-Alone Site
Numbers Racketeer	Numbers Racket	Stand-Alone Site
Pimp	Brothel	Beer and Liquor Consumer
Plate Engraver	Counterfeit Press	Stand-Alone Site
Prizefight Racketeer	Prizefight Ring	Beer and Liquor Consumer
Protection Racketeer	Protection Racket	Stand-Alone Site
Speakeasy Manager	Speakeasy	Beer and Liquor Consumer

Specialist Skill and Profitability

Skill of Business Specialist	Income of Site
1 star	100%
2 stars	120%
3 stars	140%
4 stars	160%
5 stars	200%



Production Capabilities of Beer and Liquor Producers

Producer	Specialist	Production Capability
Brewery	Brewer	Supplies up to 4 consumer sites
Large Brewery	Brewer	Supplies up to 8 consumer sites
Moonshine Still	Distiller	Supplies up to 4 consumer sites
Large Moonshine Still	Distiller	Supplies up to 8 consumer sites

Beer and Liquor Consumers

Consumer	Specialist	Profit Derived from Beer and Liquor
Brothel	Pimp	50%
Card Game	Card Sharp	50%
Casino	Casino Manager	50%
Dice Game	Craps Croupier	50%
Gambling Den	Gambling Den Manager	50%
Prizefight Ring	Prizefight Racketeer	50%
Speakeasy	Speakeasy Manager	100%



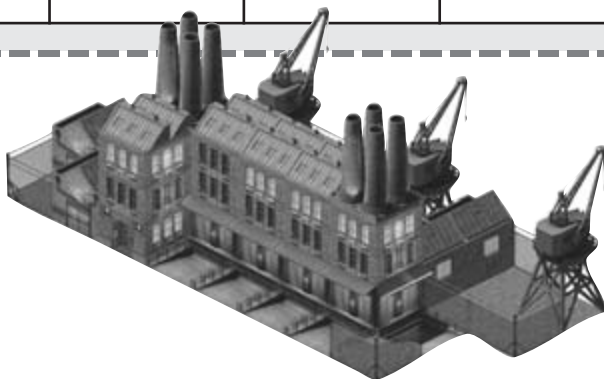
Vehicles

Vehicle Prices and Availability

Vehicle Type	Price	Location Available
Truck	\$1,000	Auto Dealer, Business Contact
Sedan	\$1,000	Auto Dealer, Business Contact
Roadster	\$2,000	Auto Dealer, Business Contact
Bulletproof Car	\$5,000	Business Contact
Prestige Car	\$7,000	Business Contact

Vehicle Speed, Capacity, and Damage Reduction

Vehicle Type	Speed	Passenger Capacity	Damage Reduction
Truck	Slow	10	10%
Sedan	Medium	5	10%
Roadster	Fast	5	10%
Bulletproof Car	Slow	5	50%
Prestige Car	Fast	5	50%
Police Car	Fast	5	10%
Police Truck	Slow	10	10%
FBI Cars	Fast	5	10%
Armored Cars	Slow	5	100%



Basic Weapons Information

Weapon Prices and Availability

Weapon Type	Price	Location Available
Pistol	N/A	N/A
Silenced Pistol	\$100	Business Contact
Shotgun	\$100	Gunsmith, Business Contact
Twin Pack	\$250	Business Contact
Rifle	\$250	Gunsmith, Business Contact
Tommy Gun	\$500	Business Contact
Explosives	\$1,000	Business Contact

Simple Weapon Range and Damage

Weapon Type	Range	Damage*	Notes
Pistol	Short	Low	—
Silenced Pistol	Short	Low	Damage is increased for assassins.
Shotgun	Medium	High	—
Twin Pack	Medium	Average	Damage is increased for assassins.
Rifle	Very Long	Average	Damage is increased for assassins.
Tommy Gun	Long	High	—
Explosives	Medium	High	Bombs can be thrown into the street.

* Damage varies according to the combat and assassination skills of the attacker.



Detailed Weapons Information

The following tables give precise damage numbers for weapons, both for use by assassins and non-assassins. As you will see, the amount of weapon damage is based on the star rating of the character's Assassination skill (if he or she is an assassin) or the star rating of the character's Combat skill (if he or she is a non-assassin). The range of the target is the other major factor.

The first table below shows specific weapon ranges. The ranges are given in abstract units of distance, but by comparing the numbers, you can get a good sense of how the weapon ranges stack up. To put the damage numbers into perspective, gangsters can sustain 256 damage points before dying. Police, army men, and muscle can absorb only 128 damage points. Gang leaders are the toughest, capable of sustaining a whopping 512 points of damage.

Specific Weapon Ranges

Weapon Type	Range
Pistol	☆☆
Silenced Pistol	☆☆
Shotgun	☆☆☆
Twin Pack	☆☆☆
Rifle	☆☆☆☆☆
Tommy Gun	☆☆☆☆
Thrown Explosives	☆☆



TIP: The range that is shown for throwing explosives is for doing so in the street. Explosives must be thrown directly into buildings for them to be affected.

Pistols

Pistol Damage for Non-Assassins (Based on Combat Rating)

Range	1 Star	2 Stars	3 Stars	4 Stars	5 Stars
—	24	32	40	48	56
☆	24	32	40	48	56
☆☆	12	16	20	24	28

Pistol Damage for Assassins (Based on Assassination Rating)

Range	1 Star	2 Stars	3 Stars	4 Stars	5 Stars
—	32	40	48	56	64
☆	32	40	48	56	64
☆☆	24	32	40	48	56

Silenced Pistols

Silenced Pistol Damage for Non-Assassins (Based on Combat Rating)

Range	1 Star	2 Stars	3 Stars	4 Stars	5 Stars
—	24	32	40	48	56
★	24	32	40	48	56
★★	12	16	20	24	28

Silenced Pistol Damage for Assassins (Based on Assassination Rating)

Range	1 Star	2 Stars	3 Stars	4 Stars	5 Stars
—	86	103	127	171	256
★	86	103	127	171	256
★★	64	86	103	127	171

Shotguns

Shotgun Damage for Non-Assassins (Based on Combat Rating)

Range	1 Star	2 Stars	3 Stars	4 Stars	5 Stars
—	48	60	72	84	96
★	48	60	72	84	96
★★	24	30	36	42	48
★★★	24	30	36	42	48

Shotgun Damage for Assassins (Based on Assassination Rating)

Range	1 Star	2 Stars	3 Stars	4 Stars	5 Stars
—	64	80	96	112	128
★	64	80	96	112	128
★★	32	40	48	56	64
★★★	32	40	48	56	64

Twin Packs

Twin Pack Damage for Non-Assassins (Based on Combat Rating)

Range	1 Star	2 Stars	3 Stars	4 Stars	5 Stars
—	36	45	54	63	72
★	36	45	54	63	72
★★	18	22	27	31	36
★★★	18	22	27	31	36

Twin Pack Damage for Assassins (Based on Assassination Rating)

Range	1 Star	2 Stars	3 Stars	4 Stars	5 Stars
—	64	80	96	112	128
★	64	80	96	112	128
★★	48	60	72	84	96
★★★	48	60	72	84	96

Tommy Guns

Tommy Gun Damage for Non-Assassins (Based on Combat Rating)

Range	1 Star	2 Stars	3 Stars	4 Stars	5 Stars
—	64	80	96	112	128
★	64	80	96	112	128
★★	64	80	96	112	128
★★★	32	40	48	56	64
★★★★	32	40	48	56	64

Tommy Gun Damage for Assassins (Based on Assassination Rating)

Range	1 Star	2 Stars	3 Stars	4 Stars	5 Stars
—	80	96	112	128	144
★	80	96	112	128	144
★★	80	96	112	128	144
★★★	60	72	84	96	108
★★★★	60	72	84	96	108

Rifles

Rifle Damage for Non-Assassins (Based on Combat Rating)

Range	1 Star	2 Stars	3 Stars	4 Stars	5 Stars
—	30	40	50	60	70
★	30	40	50	60	70
★★	30	40	50	60	70
★★★	15	20	25	30	35
★★★★	15	20	25	30	35
★★★★★	15	20	25	30	35

Rifle Damage for Assassins (Based on Assassination Rating)

Range	1 Star	2 Stars	3 Stars	4 Stars	5 Stars
—	64	80	96	112	128
★	64	80	96	112	128
★★	64	80	96	112	128
★★★	64	80	96	112	128
★★★★	64	80	96	112	128
★★★★★	64	80	96	112	128

Explosives

Explosives Damage (Based on Explosives Rating)

Target	1 Star	2 Stars	3 Stars	4 Stars	5 Stars
Person hit by bomb in the street	96	96	128	128	192
Person standing in street, inside bomb's blast radius	16	32	32	64	128
Person inside bombed building	96	96	128	128	192
Person standing near entrance of bombed building	24	24	48	48	96
Damage to building itself*	Medium	Medium	Serious	Serious	Serious

* Bombs destroy any illegal business located within the site (except offices).